
Ops and Tactics: *Magic Combat Manual*

Modern Magika

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Chapter I

Modern Magika

Modern Magika is a supplemental book for the Ops and Tactics roleplaying game, focused around elements of fantasy, magic, and the supernatural. It makes elves, dwarves and other fantastic races available to create characters from, and introduces several new systems of magic with highly customizable effects, along with artifacts and new equipment associated with them. Standard magecraft revolves around the user's intelligence, and draws its power from written words and formulas of power. Whether a spell is scrawled with crayon or scribed on fine parchment with high-quality mystical inks, the pen is mighty. Psionics revolve around the user's wisdom, and draws its power directly from the mind and body of those practicing it. Whether that power is focused within or without, psions are flexible and able to shift their focus on the fly. Incantations revolve around the user's charisma, and draw their power from spoken words and languages of power. Whether summoning shadowy beasts or inflicting hexes, words can very much hurt you. With the inclusion of adventuring equipment, Modern Magika can be used to run modern fantasy games as readily as it can handle a more fantastical game, or anything in-between.

Chapter II

Races

Modern Magika introduces new races that may be played, that each have their own benefits and penalties. Races are not limited in the Occupations that may be selected. These races are considered sapient and have the ability to freely take feats as any sapient can.

Ops & Tactics and Race

For Ops & Tactics games every playable character is considered human and thus, a few stats are implied. In Modern Magika, each race has their own separate character stats. The changes are below.

Core Hit Points

The CHP formula is decided by the race of the character.

Combat Points

The Combat Points given to a character is decided by the race of the character.

Starting Feats

Each character only receives two feats at starting level and bonus feats are added or subtracted based on the race of the character.

Age

The age levels differ greatly based on race. Some races mature faster, while others may take a longer time, and life expectancy is different for every race, and should be noted as such.

Physical Adulthood and Legal Adulthood

Physical adulthood is the age at which the race in question is able to comfortably and safely produce offspring. This is not the same thing as legal adulthood, which is a legal standing that denotes the age of majority, granting the person in question full rights to adult benefits, such as the ability to consume alcohol legally, purchase firearms and sign contracts.

Height and Weight

Height and weight averages are different per race and should be taken into account when making a character.

Eye, Skin and Hair Color

While hair color is very easily changeable, eye and skin color generally follows patterns based on race and should be noted as such when creating a character.

New Language Groups

- **Common** Trade Bant Simplified
- **Human** Trade Bant Traditional
- **Dragon** Colate, Tiahma, Lungdao, Kobalthwyn
- **Dwarven** Modern Dwemer, Reformed Dwemer, Dvergjar*
- **Elven** Eludein, Sidhe, Haramut, Islakawa

- **Orcish** Karkarash Proper, Karkarash Gutter, Karkarash Technical, Karkarash Expressive, Kardali*

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Humans

Standard Human

A standard human is the default race for Ops and Tactics.

Physical description

A healthy standard human typically stands from 5-6', and weighs between 110-260 lbs. The men are noticeably taller than the women on average, but there are plenty of exceptions, in both cases. Human skin tone ranges from a near black to pale white, and their hair ranges from black to white, in all forms and textures. The average human lifespan is 72 years, reaching physical adulthood between the ages of 13-18.

Language

Humans have the largest span of languages of any race, with dialects from major sects of languages being extremely common. The most commonly spoken languages for humans are Mandarin, Spanish, English, and Arabic, but it is not uncommon for a human to speak nearly any language, based on their homeland location and culture they've integrated themselves with. Trade Bant is also a common language for humans.

Names

Human names typically come in two parts, inducing a given name, or first name and a last name, or family name, that denotes what family the person is from. Often a middle name is given, to distinguish between two people who may have the same exact name because of family, or simply for style and cultural reasons.

Human Racial Traits

- ♣Humans are Medium sized creatures.
- ♣Humans receive an extra feat at 1st level, which can be used on any feat that the human qualifies for.
- ◇Humans have a base Combat Point score of 15.
- ◇Human CHP formula is CON Score + 2.
- ◇Humans have Trade Bant Traditional as their native language, and can select any language as a second language.

Dwarves

Hill Dwarf

Physical description

A healthy hill dwarf typically stands between 4-5½', and weighs between 180-280 lbs. The men are slightly taller than the women on average. The male dwarves begin to grow a beard right at the beginning of adulthood, which is a prized and cherished possession and badge of manhood, while a female dwarves' hair begins to grow to an impressive length, which is well kept and treasured as a symbol of womanhood. Dwarven skin tone ranges from a dark brown to a light olive, and their hair ranges from black to a dark brown, usually in a thick, curly or coarse texture. The average dwarven lifespan is 145 years, reaching physical adulthood between the ages of 19-25.

Language

The native language of a hill dwarf is Modern Dwemer, but many speak, read, and can write in Reformed Dwemer for technical reasons. Trade Bant Simplified is also a common language for hill dwarves.

Names

Hill dwarves have three names, the first name being a given name, and is used to refer to the particular dwarf, the second name being their family name, that denotes their immediate family, and the third being their clan or communal name, that signifies their original hometown or village.

Hill Dwarf Racial Traits

- ☐Hill dwarves are Medium sized creatures.
- ☐Hill dwarves can use any melee weapon as if it were one size smaller. This only applies to using, not concealing.
- ☐Hill dwarves receive the extra feat Archaic Weapon Proficiency (Axes) at 1st level for free.
- ☐Hill dwarves gain a +2 Racial Recoil Bonus to recoil when using any weapon that has recoil.
- ☐When using the Extra Effort action, hill dwarves are not Flat-footed and can still make Attacks of Opportunity.
- When using the Extra Effort action, after their turn has completed, hill dwarves receive ¾ of their normal Combat Points after using Extra Effort instead of ½.
- Hill dwarves receive the extra feat Favored Type (Slashing) at 1st level for free.
- Hill dwarves can not be inebriated.
- ◇Hill dwarves have a base Combat Point Score of 12.
- ◇Hill dwarves CHP formula is CON Score + 5.
- ◇Hill dwarves can select Modern Dwemer or Reformed Dwemer as their native language.

Cave Dwarf

Physical description

A healthy cave dwarf typically stands between 4-5½', and weighs between 170-200 lbs. The men are slightly taller than the women on average. The male dwarfs begin to grow a beard right at the beginning of adulthood, which is a prized and cherished possession and badge of manhood, while a female dwarf's hair begins to grow to an impressive length, which is well kept and treasured as a symbol of womanhood. Dwarven skin tone ranges from a dark brown to a light olive, and their hair ranges from black to a dark brown, usually in a thick, curly or coarse texture. The average dwarven lifespan is 145 years, reaching physical adulthood between the ages of 19-25. Cave dwarves have eyes suited to darker environments, and as such their eye color tends to range from a offwhite color to a light violet color.

Language

The native language of a cave dwarf is Reformed Dwemer, but many speak, read, and can write in Dvergjar for Ceremonial reasons. Trade Bant Simplified is also a common language for cave dwarves.

Names

Cave dwarves have three names, the first name being a given name, and is used to refer to the particular dwarf, the second name being their family name, that denotes their immediate family, and the third being their clan or communal name, that signifies their original hometown or village.

Cave Dwarf Racial Traits

- ☐Cave dwarves are Medium Sized Creatures.
- ☐Cave dwarves can choose between Archaic Weapon Proficiency (Maces) or Archaic Weapon Proficiency (Picks), at 1st level for free.
- ☐Cave dwarves possess Low-Light Vision, allowing them to see twice as far as normal in poor lightning conditions, as well as distinguish colors, even in dim lighting.
- ☐When calculating the carrying capacity for a cave dwarf, multiply all carrying capacity values by 2.
- ☐When cave dwarves are in direct sunlight or bright light, and not wearing welding goggles, sunglasses, or any other type of equipment that dims lighting, they are considered blind.
- ☐Cave dwarves gain a +5 Racial Recoil Bonus to recoil when using any weapon that has recoil.
- Cave dwarves receive a +5 bonus to all fortitude saving throw to resist against all diseases and poisons.
- Cave dwarves can not be inebriated.
- ◇Cave dwarves have a base Combat Point Score of 12.
- ◇Cave dwarves CHP formula is CON Score + 8.
- ◇Cave dwarves can select Reformed Dwemer or Trade Bant Simplified as their native language.

Plateau Dwarf

Physical description

A healthy plateau dwarf typically stands between 4-5½', and weighs between 140-170 lbs. The men are slightly taller than the women on average. The male dwarfs begin to grow a beard right at the beginning of adulthood, which is a prized and cherished possession and badge of manhood, while a female dwarf's hair begins to grow to an impressive length, which is well kept and treasured as a symbol of womanhood. Dwarven skin tone ranges from a light brown to a dark brown, and their hair ranges from light brown to black, usually in a straight texture. The average dwarven lifespan is 145 years, reaching physical adulthood between the ages of 19-25. Plateau dwarven eye color tends to range from dark brown to light hazel.

Language

The native language of a plateau dwarf is Dvergjar, but many speak, read, and can write in Trade Bant Simplified or Reformed Dwemer.

Names

Plateau dwarves have two names, the first name usually being an adjective describing them and the second name being a noun, most often an animal or plant, but it is not unheard of to have other nouns besides plants or animals.

Plateau Dwarf Racial Traits

- Plateau dwarves are Medium Sized Creatures.
- Plateau dwarves can choose between Archaic Weapon Proficiency (Spears) or Archaic Weapon Proficiency (Bows), at 1st level for free.
- Plateau dwarves have a permanent +8 racial bonus to all Athletics checks.
- Plateau dwarves gain a +3 Racial Recoil Bonus to recoil when using any weapon that has recoil.
- Plateau dwarves receive the extra feat Exotic Melee Weapon Proficiency (Any Two) at 1st level for free.
- Plateau dwarves can not be inebriated.
- Plateau dwarves have a base Combat Point Score of 13
- Plateau dwarves CHP formula is $CON\ Score + 4$.
- Plateau dwarves have Dvergjar as their native language, and can select Reformed Dwemer or Trade Bant Simplified as a secondary language.

Elves

High Elf

Physical description

A healthy high elf typically stands between 4-5½', and weighs between 100-170 lbs. The men and women are usually of the same height and facial features, making them difficult to determine at

a mere glance. Elves have slightly pointed ears, that they often decorate with jewelry and piercings. High elven skin tone ranges from a pale white to a soft tan, and their hair ranges from white to a light blond, usually in a long straight texture. The average elven lifespan is 160 years, reaching physical adulthood between the ages of 20-27.

Language

The native language of a High elf is Eludein. High elves will usually speak a multitude of languages.

Names

High Elven names are typically one long singular name, that is often shortened for ease of speech with other races. This name is almost always in Eludein.

High Elven Racial Traits

- High elves are Medium sized Creatures.
- High elves have a Mental Limit equal to $((6+WIS\ Score) \times CL) + 60$.
- High elves receive a -4 Racial Recoil Penalty to recoil when using any weapon that has recoil.
- High elves receive the extra feat Practiced Stylus for free at 1st level, even if they do not meet the prerequisites.
- High elves receive the extra feat Runic Stylus (Any) for free at 1st level, even if they do not meet the prerequisites.
- High elves are herbivores. Consuming food out of this diet causes them to become Sickened for 24 hours.
- High elves have a base Combat Point Score of 17.
- High elves CHP formula is $CON\ Score - 1$.
- High elves have Eludein as their native language, and can select Sidhe or Haramut as a secondary language.

Forest Elf

Physical description

A healthy forest elf typically stands between 5-5½', and weighs between 130-185 lbs. The men are usually taller than the women. Elves have slightly pointed ears, that they often decorate with jewelry and piercings. Forest elven skin tone ranges from a mid olive to a dark tan, and their hair ranges from light brown to a dark brown, usually in a long straight texture. The average elven lifespan is 160 years, reaching physical adulthood between the ages of 20-27.

Language

The native language of a forest elf is Sidhe.

Names

Forest elven names are similar to human names with a family name and a given name, but they almost always have some kind of given identifier that notes one or two outstanding traits of the person. This name is almost always in Sidhe.

Forest Elven Racial Traits

- ✧Forest elves are Medium Sized Creatures.
- ✧Forest elves have a Mental Limit equal to $((6+WIS\ Score)\times CL) + 30$.
- ✧Forest elves receive the extra feat Archaic Weapon Proficiency (Bows), at 1st level for free.
- ✧Forest elves receive a -3 Racial Recoil Penalty to recoil when using any weapon that has recoil.
- ✧Forest elves possess Low-Light Vision, allowing them to see twice as far as normal in poor lightning conditions, as well as distinguish colors, even in dim lighting.
- Forest elves can choose between Archaic Weapon Proficiency (Any) or Exotic Melee Weapons Proficiency (Any Two), at 1st level for free.
- ✧Forest elves have a base Combat Point Score of 17.
- ✧Forest elves CHP formula is $CON\ Score - 1$.
- ✧Forest elves have Sidhe as their native language, and receive Trade Bant Simplified as a secondary language.

Desert Elf

Physical description

A healthy desert elf typically stands between 4½'-5½', and weighs between 120-160 lbs. The men are usually taller than the women. Elves have slightly pointed ears, that they often decorate with jewelry and piercings. Desert elven skin tone ranges from a light tan to a deep dark tone, and their hair ranges from light brown to a black, usually in a long straight texture. The average elven lifespan is 160 years, reaching physical adulthood between the ages of 20-27.

Language

The native language of a desert elf is Haramut.

Names

Desert elves usually keep a multitude of names. They have a given name, as well as a notated name that they usually give out to strangers and associates. They only give their true given name to those they trust.

Desert Elven Racial Traits

- ✧Desert elves are Medium Sized Creatures.
- ✧Desert elves can choose between Black Powder Proficiency or Personal Firearms Proficiency, at 1st level for free
- ✧Desert elves receive a -2 Racial Recoil Penalty to recoil when using any weapon that has recoil.
- ✧Desert elves possess Blindsight, which allows them to fight in total lack of visibility, either through environment or lack of sight. This ability has a 35' range.

- Desert elves are immune to hot environments. They do not have to make a Saving Throw against hot environments.
- Desert elves receive the extra feat Ballistic Specialization at 1st level for free, even if they do not meet the prerequisites.
- ✧Desert elves are Herbivores. Consuming food out of this diet causes them to become sickened for 24 hours.
- ✧Desert elves have a base Combat Point Score of 17.
- ✧Desert elves CHP formula is $CON\ Score - 1$.
- ✧Desert elves have Haramut as their native language, and receive Trade Bant Simplified as a secondary language.

Island Elf

Physical description

A healthy island elf typically stands between 4'-5', and weighs between 80-120 lbs. The men are usually slightly taller than the women. Island elves have slightly pointed ears. Island elven skin tone ranges from a dark tan to a deep dark tone, and their hair ranges from dark brown to a black, and can be straight or curly, depending on the particular island elf. The average elven lifespan is 160 years, reaching physical adulthood between the ages of 20-27. Island elves almost always have intricate tattoos as well, that can range in size and intricacy from one person to the next.

Language

The native language of an island elf is Islakawa.

Names

Island elves can have anywhere from three to five names, the first few names denoting their birth location such as an island or country, then their family name and finally their personal identifying name. This name is usually in Islakawa.

Island Elven Racial Traits

- ✧Island elves are Medium Sized Creatures.
- ✧Island elves receive the extra feat Psiblade Proficiency at 1st level for free, even if they do not meet the prerequisites.
- ✧Island elves receive a -3 Racial Recoil Penalty to recoil when using any weapon that has recoil.
- ✧Island elves possess Low-Light Vision, allowing them to see twice as far as normal in poor lightning conditions, as well as distinguish colors, even in dim lighting.
- ✧Island elves do not have to spend any time meditating to maintain their psionic focus, or to keep their personal psiblade charged. This ability only applies to a single psiblade that the island elf designates.
- Island elves are immune to wet environments. They do not have to make a Saving Throw against diseases.
- Island elves are weak to dry environments. They require double the normal water intake in dry environments.

- Island elves can choose a single Skill Focus (Fluid Dynamics, Plasma Dynamics, Telekinesis, Telepathy, or Psychometabolism) feat at 1st level for free.
- ◇Island elves have a base Combat Point Score of 16.
- ◇Island elves CHP formula is CON Score.
- ◇Island elves have Islakawa as their native language, and receive Trade Bant Simplified as a secondary language.

Orcs

Plains Orcs

Physical description

A healthy plains orc typically stands between 5¾-6½', and weighs between 160-270 lbs. The males are significantly larger than the females, usually towering a good foot above them. Male and female orcs begin to grow out their inferior canines as they reach adulthood, that sit in front of the lower lip once fully grown. These canines are considered a badge of adulthood, and are kept clean and sharp. Orc skin tone ranges in the grays, browns, and greens, and their hair ranges from dark brown to black, usually in a coarse, curly texture. The average orc lifespan is 130 years, reaching physical adulthood between the ages of 16-20.

Language

The native language of a plains orc depends on their background.

Names

Plains orcs generally have two sets of names. The first name being their legal, recorded name, that usually follows the same naming conventions that humans use, and a second, given name at a teeth cutting ceremony. The newly adult orc is given a title, that includes their first name, with an adjective describing them. As they go throughout life, they will be granted more titles by more experienced, higher titled orcs.

Plains Orc Racial Traits

- ✘Plains orcs are Medium sized creatures.
- ✘Plains orcs can use any ranged weapon as if it were one size smaller. This only applies to using, not concealing.
- ✘Plains orcs can not use Fine, Diminutive, or Tiny sized weapons, and take a -2 penalty when using all Small sized weapons.
- Plains orcs receive the extra feat Combat Martial Arts at 1st level for free.
- ◇Plains orcs gain a +3 Racial Recoil Bonus to recoil when using any weapon that has recoil.
- ◇Plains orcs have a base Combat Point score of 14.
- ◇Plains orcs CHP formula is CON Score + 3.
- ◇Plains orcs can select Karkarash Proper, Karkarash Technical or Karkarash Gutter as their native language.

Bayou Orcs

Physical description

A healthy bayou orc typically stands between 5¾-6½', and weighs between 160-270 lbs. The males are significantly larger than the females, usually towering a good foot above them. Male and female orcs begin to grow out their inferior canines as they reach adulthood, that sit in front of the lower lip once fully grown. These canines are considered a badge of adulthood, and are kept clean and sharp. Orc skin tone ranges in the grays, browns, and greens, and their hair ranges from dark brown to black, usually in a coarse, curly texture. The average orc lifespan is 130 years, reaching physical adulthood between the ages of 16-20.

Language

The native language of a bayou orc depends on their background. They primarily speak Karkarash Gutter, but have been known to speak Karkarash Technical as well.

Names

Bayou orcs generally have two sets of names. The first name being their legal, recorded name, that usually follows the same naming conventions that humans use, and a second, given name at a teeth cutting ceremony. The newly adult orc is given a title, that includes their first name, with an adjective describing them. As they go throughout life, they will be granted more titles by more experienced, higher titled orcs.

Bayou Orc Racial Traits

- ✘Bayou orcs are Medium sized creatures.
- ✘Bayou orcs can use any ranged weapon as if it were one size smaller. This only applies to using, not concealing.
- ✘Bayou orcs can not use Fine, Diminutive, or Tiny sized weapons, and take a -2 penalty when using all Small sized weapons.
- Bayou orcs receive the extra feat Brawl at 1st level for free.
- Bayou orcs are immune to wet environments. They do not have to make a Saving Throw against diseases.
- Bayou orcs are weak to dry environments. They require double the normal water intake in dry environments.
- ◇Bayou orcs multiply their base Fortitude Saving Throw by 1.5.
- ◇Bayou orcs have a base Combat Point score of 14.
- ◇Bayou orcs CHP formula is CON Score + 3.
- ◇Bayou orcs can select Karkarash Technical or Karkarash Gutter as their native language.

Canyon Orcs

Physical description

A healthy canyon orc typically stands between 5¾-6½', and weighs between 160-270 lbs. The males are significantly larger than the females, usually towering a good foot above them. Male and female orcs begin to grow out their inferior canines as they reach adulthood, that sit in front of the lower lip once fully grown. These canines are considered a badge of adulthood, and are kept clean and sharp. Orc skin tone ranges in the grays, browns, and greens, and their hair ranges from dark brown to black, usually in a coarse, curly texture. The average orc lifespan is 130 years, reaching physical adulthood between the ages of 16-20.

Language

The native language of a canyon orc depends on their background. They primarily speak Karkarash Expressive, but have been known to speak a multitude of languages.

Names

Canyon orcs generally have two sets of names. The first name being their legal, recorded name, that usually follows the same naming conventions that humans use, and a second, given name at a teeth cutting ceremony. The newly adult orc is given a title, that includes their first name, with an adjective describing them. As they go throughout life, they will be granted more titles by more experienced, higher titled orcs.

Canyon Orc Racial Traits

- ☐Canyon orcs are Medium sized creatures.
- ☐Canyon orcs have a Mental Limit equal to **((6+WIS Score)×CL) + 60**.
- ☐Canyon orcs can use any ranged weapon as if it were one size smaller. This only applies to using, not concealing.
- ☐Canyon orcs can not use Fine, Diminutive, or Tiny sized weapons, and take a -2 penalty when using all Small sized weapons.
- ☐Canyon orcs regenerate spent Mental Limit from Incantations twice as fast as normal (20% instead of 10%).
- Canyon orcs receive the extra feat Second Wind for free at 1st level, even if they do not meet the prerequisites.
- Canyon orcs are immune to dry environments. They require half the water intake of a normal character.
- Canyon orcs can keep **((6+CHA Modifier)×CL)** Incantation recipes
- ◇Canyon orcs multiply their base Will Saving Throw by 1.5.
- ◇Canyon orcs have a base Combat Point score of 14.
- ◇Canyon orcs CHP formula is CON Score + 3.
- ◇Canyon orcs can select Karkarash Expressive, Trade Bant Simplified, or Trade Bant Traditional as their native language.

Mountain Goblins

Physical description

A healthy mountain goblin typically stands between 4½-5', and weighs between 70-120 lbs. The males are slightly larger than the females. Goblin skin tone ranges in the grays, browns, and greens, and their hair ranges from dark brown to black, usually in a coarse, curly texture. The average goblin lifespan is 75 years, reaching physical adulthood between the ages of 14-19.

Language

The native language of a mountain goblin is Karkarash Technical, though many of them also speak Karkarash Proper or Karkarash Gutter.

Names

Mountain goblins generally have a single name, that spells out their personal name, their family name, and a much wider area called their mountain name, signifying what mountain or mountain region they hail from.

Mountain Goblin Racial Traits

- ☐Mountain goblins are Small sized creatures. They gain a +1 size bonus to Defense, and a -1 size penalty to all melee attack rolls.
- ☐When calculating the carrying capacity for a mountain goblin, multiply all carrying capacity values by .75. This carrying capacity reduction includes the calculation for small creatures.
- ☐Mountain goblins can use any ranged weapon as if it were one size smaller. This only applies to using, not concealing.
- ☐Mountain goblins can not use Colossal or Gargantuan sized weapons, take a -6 attack penalty when using all Huge weapons, take a -2 attack penalty when using all Large sized weapons, and take a -1 attack penalty when using all Medium sized weapons.
- ☐Mountain goblins have a Mental Limit equal to **((6+WIS Score)×CL) + 35**.
- ☐Mountain goblins receive the extra feat Improved Initiative at 1st level for free.
- ☐Mountain goblins possess Low-Light vision, allowing them to see twice as far in poor lighting conditions, as well as distinguish colors, even in dim lighting.
- Mountain goblins receive the extra feat Danger Sense at 1st level for free.
- Mountain goblins receive the extra feat Skill Focus(Craft(Any)) at 1st level for free.
- ◇Mountain goblins have a base Combat Point score of 16
- ◇Mountain goblins CHP formula is CON Score.
- ◇Mountain goblins can select Karkarash Proper, Karkarash Technical or Karkarash Gutter as their native language.

Dragons

All dragons have tails that can be targeted. They have the same targeting rules as legs. Any armor that provides protection to legs, will also provide protection to tails.

All dragons have Alternate Biochemistry. They gain no benefit from using standard medicines and pharmaceuticals, and instead must have specific pharmaceuticals made for dragons. All medicines, drugs, and pharmaceuticals for Dragons cost twice as much and when crafting pharmaceuticals for dragons, the TN is increased by +6

Dragonbreed

Physical description

A healthy dragonbreed typically stands between 5 $\frac{3}{4}$ -7', and weighs between 180-350 lbs. The males are significantly larger than the females, usually towering a good foot above them. Male and female dragonbreed begin to grow out their claws as they reach adulthood. These claws are considered a badge of adulthood, and are well taken care of. Dragonbreed have thin scales covering their body, which can range in a multitude of colors, but the most common colors being red, blue, green, yellow, brown, and black. Dragonbreed do not have hair. The average dragonbreed lifespan is 340 years, reaching physical adulthood between the ages of 40-45.

Language

The native language of a dragonbreed depends on their background. They will often speak Tiahma or Lungdao.

Names

Dragonbreeds have one name, given to them at birth. This name can span multiple words, however.

Dragonbreed Racial Traits

- $\square$ Dragonbreeds are Medium sized creatures.
- $\square$ Dragonbreeds can not use Fine, Diminutive, or Tiny sized weapons, and take a -2 penalty when using all Small sized weapons.
- $\square$ Dragonbreeds have claws, which are natural melee weapons. This weapon cause 1d4+POW slashing damage that are considered Small melee weapons. They are considered proficient with this weapon and do not suffer a penalty for using these weapons due to size.
- $\square$ Dragonbreeds may select cold, fire, concussive, acid, or electricity. They gain a natural energy resistance against the selected type of damage that grants them 3 DR against all damage of that type. This selection is permanent.
- $\square$ Dragonbreeds have Alternate Biochemistry. They gain no benefit from using standard medicines and pharmaceuticals, and instead must have specific pharmaceuticals made for Dragons. All medicines, drugs, and pharmaceuticals for Dragons cost twice as much and when crafting pharmaceuticals for Dragons, the TN is increased by +6.

- $\square$ All clothing and armor purchased for Dragonbreeds has an increased cost of 25%.

- Once every five minutes, dragonbreeds have a breath weapon. This breath weapon can be fired in a 10' cone, or a 20' line, causing 3d2+(1d2 per Character level) of damage. The type of damage this breath weapon causes is the same kind of damage the dragonbreed has a natural energy resistance to. It cost 8 Combat Points to activate this ability. Any creature caught in the breath may make a Reflex Saving Throw [TN8 + Ranged Attack Modifier] for half damage. In addition, Dragonbreed gain an effect of the breath weapon dependent on what kind of Energy they select

- **Fire** Any creature caught in the breath makes a Fortitude Saving Throw [TN12 + (Character Level * 2)] or catches fire for 1d4 per round for 1d3+1 rounds or until they extinguish themselves.
- **Cold** Any creature caught in the breath makes a Fortitude Saving Throw [TN12 + (Character Level * 2)] or lose 1d3 Combat Points for 2d3 rounds.
- **Concussive** Any creature caught in the breath makes a Fortitude Saving Throw [TN12 + (Character Level * 2)] or be knocked prone and stunned for 1d2+1 rounds.
- **Acid** Any creature caught in the breath makes a Fortitude Saving Throw [TN12 + (Character Level * 2)] or take 1/2 full damage from the breath attack the following round.
- **Electricity** Any creature caught in the breath makes a Fortitude Saving Throw [TN12 + (Character Level * 2)] or be paralyzed for 1 round.

- Dragonbreeds have a Mental Limit equal to **((6+WIS Score) $\times$ CL) + 30**.

- $\diamond$ Dragonbreeds are carnivores. Consuming food out of this diet causes them to become sickened for 24 hours.

- $\diamond$ Dragonbreeds have a base Combat Point score of 13.

- $\diamond$ Dragonbreeds CHP formula is CON Score + 3.

- $\diamond$ Dragonbreeds can select Tiahma or Lungdao as their native language.

Kobolds

Physical description

A healthy kobold typically stands between 3 $\frac{3}{4}$ -4 $\frac{1}{2}$ ', and weighs between 90-140 lbs. The males are slightly larger than the females. Male and female Kobolds gain large ears as they reach adulthood. Kobolds have thin scales covering their body, which are usually a light green to a dark brown color. Kobolds do not have hair. The average Kobold lifespan is 80 years, reaching physical adulthood between the ages of 14-16.

Language

The native language of a Kobold is Kobalthwyn. They will often speak Trade Bant Simplified.

Names

Kobolds have a rather unique naming system, in which their name constantly changes, due to any changing circumstances, or events that happen with the kobold. The Kobold will have to refer to his old names when reuniting with old friends and acquaintances, to update them. Usually, these names are flattering to the kobold, but some can be less than flattering. Non-kobolds will usually refer to the first name they know the kobold by, to no offense to the kobold.

Kobold Racial Traits

- Kobolds are Small sized creatures. They gain a +1 size bonus to Defense, and a -1 size penalty to all melee attack rolls.
- When calculating the carrying capacity for a kobold, multiply all carrying capacity values by .50. This carrying capacity reduction includes the calculation for small creatures.
- Kobolds can not use Colossal or Gargantuan sized weapons, take a -6 attack penalty when using all Huge weapons, take a -2 attack penalty when using all Large sized weapons and take a -1 attack penalty when using all Medium sized weapons.
- Kobolds can communicate entirely without any kind of verbal communication, through the use of fine, rapid nose twitches.
- Kobolds possess Darkvision, which allows them to see in total darkness, out to 50 feet. This vision is black-and-white only.
- Kobolds have Receptive Healing. They heal at twice the normal amount from all medicinal and magical healing, and heal twice as fast through normal healing.
- Kobolds are weak to Cold Environments. The Fortitude Saving Throw to resist cold environments is doubled.
- Kobolds have Alternate Biochemistry. They gain no benefit from using standard medicines and pharmaceuticals, and instead must have specific pharmaceuticals made for Dragons. All medicines, drugs, and pharmaceuticals for Dragons cost twice as much and when crafting pharmaceuticals for Dragons, the TN is increased by +6.
- Kobolds possess Low-Light Vision, giving them the ability to recognize color and read in near total darkness.
- Kobolds possess Blindsight, which allows them to fight in total lack of visibility, either through environment or lack of sight. This ability has a 35' range.
- Kobolds gain a +4 to all Perception checks that can take use of their Scent ability.
- Kobolds possess the Scent ability, which allows them to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Races with the Scent ability can identify familiar odors. The creature can detect any object or creature that has an odor within 150 feet by sense of smell. If the object or creature is upwind, the range increases to 300 feet; if downwind, it drops to 75 feet. Strong odors can be

detected at twice the ranges noted above. Overpowering odors can be detected at triple normal range. When an odor is detected, the exact location is not revealed—only its presence somewhere within range. If the kobold moves within 30 feet of the source, they can pinpoint that source.

- Kobolds have a base Combat Point score of 18.
- Kobolds CHP formula is CON Score - 2.
- Kobolds have Kobalthwyn as their native language and receive Trade Bant Simplified as a secondary language.

Sslythen

Physical description

A healthy Sslythen typically stands between 5¾-6½', and weighs between 130-290 lbs. The males and females are nearly the same height. Male and female Sslythen gain strong, thick tails as they mature. Sslythen have thin scales covering their body, which are usually a light green to a dark green color. Sslythen do not have hair. The average Sslythen lifespan is 110 years, reaching physical adulthood between the ages of 19-24.

Language

The native language of a Sslythen is Lungdao. They will often speak Trade Bant Simplified.

Names

Sslythen have three names, the first being the given name, and the second being the clan name. The third name is usually the title, job, or designation given to that Sslythen, and changes when their job changes.

Sslythen Racial Traits

- Sslythens are Medium sized creatures.
- Sslythens have the Fast Healing ability, allowing them to regenerate 1 CHP per round. Fast healing stops working when a sslythen is reduced to -10 CHP or fewer. Fast Healing also doesn't restore HP lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.
- Sslythens possess Low-Light Vision, allowing them to see twice as far as normal in poor lightning conditions, as well as distinguish colors, even in dim lighting.
- Sslythens have tails, which are natural melee weapon. This weapon causes 1d8+POW bludgeoning damage that is considered a Small weapon. They can also use their tail for all trip and disarm attacks. They are considered proficient with this weapon and do not suffer a penalty for using these weapons due to size.
- Sslythens are immune to hot environments. They do not have to make a Saving Throw against hot environments
- Sslythen are weak to cold environments. The Fortitude Saving Throw to resist cold environments is doubled.

- $\boxtimes$ Sslythens have Alternate Biochemistry. They gain no benefit from using standard medicines and pharmaceuticals, and instead must have specific pharmaceuticals made for Dragons. All medicines, drugs, and pharmaceuticals for Dragons cost twice as much and when crafting pharmaceuticals for Dragons, the TN is increased by +6.
- Sslythens are immune to dry environments. They do not require additional water beyond the normal amount in hot or very hot climates.
- Sslythens have the Regeneration ability, which grants the race the ability to regrow and reattach severed body parts, allows extremity damage to be healed as if it were normal HP damage without surgery, and stop bleeding at the rate of 1 bleed damage per 5 rounds. Severed parts that aren't reattached wither and die normally. Regeneration doesn't restore hit points lost to starvation, thirst, or suffocation. Regeneration stops working when sslythen are reduced to -10 CHP or fewer.
- $\diamond$ Sslythens are carnivores. Consuming food out of this diet causes them to become Sickened for 24 hours.
- $\diamond$ Sslythens have a base Combat Point score of 14.
- $\diamond$ Sslythens CHP formula is CON Score + 1.
- $\diamond$ Sslythens have Lungdao as their native language and receive Trade Bant Simplified as a secondary language.

Hybrid Races

It is quite common that a character will have parents of different races as time, location, and culture have integrated people of different races into the same community.

When having a character with two racial backgrounds, choose which race is dominant, and which one is recessive. The dominant trait is the one that will be most visible, and will have the effect on appearance, while the recessive trait is the one that will have the effect on the racial ability benefits and penalties.

A $\diamond$ symbol next to a racial trait indicates that it is a recessive trait. A $\boxtimes$ symbol indicates that it is a dominant trait.

Chapter III

Magecraft

Mental Limit

The ability to use magic regardless of type is tied to a character's Mental Limit. The formula for the Mental Limit is $((6 + \text{WIS Score}) \times \text{Character Level}) + 40$

Magecraft, Spellpoints, and the Spellschool Skill

Magecraft is split into eight separate classes, each with its own definitive way of producing effects from the magical potential energy that exist.

The Spellschool Skills are focused skills for all characters.

Spellschool (INT)

You are skilled at scribing spells in the mathematical language of magecraft and understanding magical scribing. This skill encompasses eight categories, each of them treated as a separate skill: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

Spellschool skills are specifically focused on crafting spells and reading crafted spells. In order to scribe a spell, a character must have a writing medium and a writing utensil that will write on that medium. A character has a limited amount of spells that they can scribe and keep on retention at one time, called their Mental Limit.

The quality of the writing surface determines how many times a mage can use the same writing surface. Cheaper surfaces, such as plain copy paper, are burned up after a single use, while more permanent surfaces, such as concrete or brick, can literally be used an unlimited amount of times.

A character may at any time destroy (usually through fire) any spell they have to regain the global Mental Limit back, and reuse them towards another spell. A character can also scribe more spells than they have Mental Limit, and this new Mental Limit use overwrites the old Mental Limit that was used, and can not be retrieved back without rescribing that spell. When doing this, the character must select complete spells to overwrite, and the spells selected must have at least the same Mental Limit cost as the new spell written.

SP are Spell Points, and when scribing a spell, a character can use as many SP per spell as they have total skill modifier for in that spellschool, plus any equipment or feats that may give them bonuses to spell points. Spells can be scribed on any surface that can be written on or engraved in.

Size	Spells
Small	1
Medium	2
Large	4
Huge	8
Gargantuan	16

Table 1: Object Size & Spells

To scribe a spell, the character first decides what spellschool and then what sub-school they decide to use. They then choose the effects, based on how many spell points they can spend total and how many they have left from their Mental Limit. If the character

has enough skill modifiers in the specified Spellschool and Mental Limit space to scribe the spell, then the character scribes the scroll.

All spells have a base cost which is the bare minimum that must be spent in order to access any of the higher spell enhancements. Even if a character does not want the base cost's effect, it still must be paid for. Many base cost have multiple options, that must be chosen when creating the spell. The cost of the spell, when adding up increasing cost, is absolute not cumulative.

Spells with ranged components have absolute ranges unless otherwise noted.

Example: When increasing the amount of dice with a SP cost of 3 SP + 1 SP per increase, to increase it three times would cost 6 SP, not 15 SP.

Some spellschools have cantrips, that can be scribed and released independent of the base cost. Unless otherwise noted, cantrips cannot receive any enhancements, however, cantrips can be added to a larger spell, to receive the effect of the cantrip.

SP Cost	Time Taken
0	3 Combat Points
1-2	9 Combat Points
3-5	5 Minutes
6-7	10 Minutes
8-10	20 Minutes
11+	5 Minutes per SP

Table 2: Time Required to Scribe a Spell

When scribing for more than 8 hours at a time, a character becomes fatigued. When scribing for more than 12 hours at a time, a character becomes exhausted.

Changing Spells on the Fly

A mage may replace up to $\frac{1}{4}$ of their total spellschool score (Ranks+Ability Modifier+Misc Modifier), rounded down, with an effect of equal or lesser value of spellpoints removed. The spell must stay in the same spellschool. It takes $\frac{1}{4}$ of the time it takes to write the spell, to rewrite it.

Reading Another Mage's Spell and Taking Spells

Because magical notation is universal across languages, mages can read the effects of other mage's spells, if it is in a language they can read and write. Because of this, most mages choose to learn alternate languages from the ones they speak natively.

In order for a mage to decipher another mage's spell, they must make a skill check against the spell, with the TN of the spell equal to the **SP cost + 10**. If the mage does not have any ranks in that spellschool, they may use their highest spellschool instead, at a -10 penalty. Only characters with ranks in at least 1 spellschool may attempt to decipher a spell.

After a spell has been deciphered successfully, the mage can rewrite part of the spell to use it for themselves. They can only do this if they have enough Mental Limit for the entire spell, and can rewrite $\frac{1}{4}$ of the spell. They rewrite $\frac{1}{4}$ of the spell's total SP cost rounded up, taking the same time it takes to rewrite the spell. The spell's ML cost immediately is taken by that mage, and freed from the old mage, when they do.

Scrolls

Any spell that is scribed on paper that has been formatted for scrolls takes up 1/4th of the normal Mental Limit cost for that spell, rounded down to a minimum of 1, and is instead called a scroll. Scrolls may be released by anyone who possess at least a single rank in the spellschool the scroll is written for. The Mental Limit cost for the scroll can also be freely transferred, and is kept by the person who is in physical control of that scroll.

Special

The character may scribe as many spells as they'd like, as long as they have the spellschool modifiers and enough space in their Mental Limit.

Spells with ranged attack components, such as ranged touch attacks, use a standard ranged attack roll and the range increment system, when indicated. Spells with blast radius components use a standard ranged attack roll and are considered Thrown Explosives for resolving successful and unsuccessful attacks.

Time

Deciphering a spell takes 5 minutes, and crafting a spell is dependent on how many spell points are spent on the spell.

Activating a spell and performing any necessary action in order to complete the spell is an action that provokes an AoO and costs 7 Combat Points. In order to activate a spell, the character activating the spell must be within reasonable earshot of the spell, usually within 150', however in order to actually cast and direct any spells that require directing, they must physically touch the spell after it is activated.

Spell Creation Example

A mage with a total modifier of 15 in the Spellschool (Evocation), wishes to create a fireball spell.

This mage starts with the 2 SP Base cost for a 1d3 Ranged Touch 15' spell, to begin the spell.

The mage then adds the **Area Attack** enhancement for 4 SP, bringing the total spell cost to 6. The spell now has a blast radius of 5' (1 square), and a target range of up to 10' away from the user.

The mage increases the blast radius by using the **Increase Blast Radius** enhancement to increase the blast radius from 5' to 15', spending 2 SP for the initial investment, 1 SP for the first 5' increase, and 1 SP for the second 5' increase, for a total of 4 SP. The total spell cost is now 10 SP.

The mage increases the range by using the **Increase Range Increment** enhancement to increase the range increment from 15' to 25', spending 1 SP for the initial investment, 1 SP for the first 5' increase, and 1 SP for the second 5' increase, for a total of 3 SP. The total spell cost is now 13 SP.

The mage increases the dice value from d3 to d4 by using the **Increase Dice Value** enhancement, spending 2 SP for the increase from d3 to d4. The spell now cost 15 SP. This is the maximum this mage can spend on this spell.

The spell now has a total range of 25' from the mage, and has a blast radius of 15' (7 squares). Every creature and object caught in the blast takes 1d4 fire damage if they fail a Reflex Saving Throw [TN 6 + 15 = 21]. If they succeed, they take half damage.

The mage writes this spell down in their spell book made of cotton paper, allowing them to cast this spell three times before it has to be rewritten, and their mental limit use increases by 15 until those castings are exhausted, or the spell is destroyed. It takes the mage 1 hour, 15 minutes (at 5 minutes per SP) to craft and write this spell. They use the release word "Feuerball" to release this spell.

The Stylus

The stylus is a base attack, simply channeling raw magical energy through a natural material, to primarily cause harm. A mage of any spellschool can create a stylus, as this is usually the first spell any mage learns. Styli are often the writing utensil they use to write spells.

A stylus must be a rod-like object that is 1' or less in length and be comprised at least 75% of formerly living material such as wood and plant material, bone, flesh, cloth, hair, fur, feathers, or natural rubber.

In order to craft a stylus, a mage scribes a spell for 0 SP, places an object of 1' or less in the center, and then releases the spell. Only the mage who originally scribed the spell may use the stylus and only one stylus may be crafted by the mage at a time. If a mage creates a new stylus while their old stylus exists, the new one is now their stylus and the old stylus returns to normal.

Creating a stylus out of an object does not remove its original properties, so if a character makes a stylus out of a weapon, or any object, it still may be used for its original purpose. Styli appear as normal objects to all but the stylus' creator, who sees it with a very faint glow and can sense its presence as long as it is within 5 feet.

The stylus' damage is determined by both the character level and the amount of skill points spent in the spellschool skills. The mage must grow in his magical abilities in order to receive the bonuses to damages. The mage must spend at least 2 skill points per level in any spellschool, in order to receive the next level of damage. If they are not high enough level, or they do not put enough skill points in any spellschools, they can not use any higher damage. The points that need to be spent are cumulative, for any spellschool. The damage for the stylus uses this formula: $(\text{Character Level} \times 1d3)$

A stylus does standard lethal damage and can not provoke a critical strike. Styli have a 40' range increment with a maximum of 5 range increments, but the penalty for going beyond the first range increment is -1 instead of -2. The formula for attacking with a stylus is $\text{INT modifier} + \text{BAB}$. For the purpose of feats and attacking rules, attacking with a stylus is considered a ranged attack.

Spellschool (Abjuration) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Abjuration Spellschool.

Abjuration covers protection spells, that include increasing saving throws, resistance to elements and energies, increasing Damage Reduction, as well as setting magical Trap, Lock and Barriers. The more powerful spells can actually repel attacks.

Abjuration spells are all touch spells and enhancements can change them to an area attack that target a single 5' square. Unless otherwise noted, anyone in the area attack will receive the bonus.

A target can have up to two kinds of Abjuration spells, per sub-school, effecting them at once. If they receive an additional spell, they can choose to have that spell replace one that is currently active, or deny its benefits and keep their current effects.

Sub-Schools

Damage Reduction

This sub-school focuses on defending through generating Damage Reduction.

Cantrip 1 SP – Protects a small or smaller object from 1 point of any kind of damage for 4 hours. If the object can be worn or equipped, only the object itself is protected.

Base Cost 2 SP – Choose bludgeoning, piercing, slashing, ballistic or ballistic piercing. The target has DR1 with 2 Armor Points against the chosen damage for 12 hours. Armor points are deducted from all applicable damages.

Base Enhancement

Increase Spell Length 1 SP per 12 hours increase

Increase Spell Potency 2 SP, + 1 SP per increase (+1 DR per increase to all DR types)

Increase Armor Points 2 SP, + 1 SP per 2 AP (Add two additional armor points)

Add Additional Effects 4 SP, + 1 SP per additional effect (Add an additional type of DR)

Target Enhancements

Area Effect 2 SP – Changes the spell from a touch attack to an area effect that has a blast radius of 10', and a target range increment of 10' from the user

Increase Blast Radius 1 SP, + 1 SP per 5' radius increase

Increase Target Range Increment 1 SP, + 1 SP per 5' range increment increase

Line Area Effect 1 SP – Allows the spell to be released as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Denote Targets 1 SP per target – Allows only those noted in the spell to benefit from it

Saves, Energies, and Elements

This sub-school focuses on protection from elements and energies, as well as increasing saving throws.

Cantrip 1 SP – Choose option 1 or option 2.

Option 1 Reduces the damage from all Necromancy CHP damage by half, for 4 hours. This does not protect against any other effects of a Necromancy spell.

Option 2 Protects the target from the elements and suffer no harm from being in cold or hot environments for 24 hours.

Base Cost 3 SP – Choose option 1 or option 2.

Option 1 Choose cold, concussive, fire, acid, electric or plasma. The target has DR1 with 2 Armor Points against the chosen element for 12 hours. Armor points are deducted from all applicable damages.

Option 2 Choose Reflex, Will, or Fortitude. The target has a +1 bonus to the chosen Saving Throw for 12 hours.

Base Enhancements

Increase Spell Length 1 SP per 12 hours increase

Increase Spell Potency 1 SP, + 1 SP per increase (Increase the DR and the saving throw bonuses on the spell)

Increase Armor Points 2 SP, + 1 SP per 2 AP (Add two additional armor points)

Add Additional Effects 3 SP, + 1 SP per additional effect (Add either an additional kind of DR, or another Saving Throw)

Target Enhancements

Area Effect 2 SP – Changes the spell from a touch attack to an area effect that has a blast radius of 10', and a target range increment of 10' from the user

Increase Blast Radius 1 SP, + 1 SP per 5' radius increase

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase

Line Area Effect 1 SP – Allows the spell to be released as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Denote Targets 1 SP per target – Allows only those noted in the spell to benefit from it

Traps, Locks, and Barriers

This sub-school focuses on generating traps, creating magical barriers, and locking items. The damage is generated through the Evocation Spell school. In order to generate the type and intensity of damage from traps, a character uses other spell schools for effects, dice size, and dice damage. You may use your full modifier from the selected spell school.

Cantrip 1 SP – Prevents any door, or container from being opened, for 4 hours by jamming it closed. If more than 2 lbs of pressure is put on the container or door, either internally or externally, and there are no other mechanism to prevent it from opening, the container or door opens.

Base Cost 2 SP – Choose option 1, option 2 or option 3.

Option 1 Create a magical lock (Disable Device [TN15], 0 hardness, 1 HP, Break [TN10], 6 Attempts) on an object for 1 day. The creator receives a single key that can be used to unlock the lock.

Option 2 Set up a magical trap that releases when the rune is contacted directly or disturbed. When setting a trap, use the Evocation, Conjuration, Illusion, Transmutation, or Necromancy Spell schools for spell effects and area of effect. All effects, dice amounts, and damages are doubled when being used for traps. The spell duration is determined by the Abjuration School. This trap lasts for 1 day.

Option 3 Choose necromancy, cold, concussive, fire, acid, electric, plasma, piercing, slashing, bludgeoning, ballistic or ballistic piercing. The caster creates a magical barrier with a 5' burst radius with a range of 30' that will reduce the selected damage by 4 points if that damage passes through the barrier to strike its target. The damage selected does not have to be magical in nature. Any damage not selected will pass through the barrier unaffected. When determining if it will pass through the barrier, use a straight line from the center of the source to the target. If the line touches the barrier at all, it is reduced. This barrier lasts for 2 rounds. This option can only use Barrier enhancements. This barrier is magical, and can be freely passed through by creatures.

Option 4 The caster creates a magical barrier with a 5' burst radius with a range of 30' that will stop any transmutation spells from being cast on any object within the selected barrier. This barrier lasts for 1 hour. This option can only use Barrier enhancements but not the Add Additional Effects enhancements. When selecting the Increase Spell Length enhancement, this spell is increased by per hour instead of per round. This barrier is magical, and can be freely passed through by creatures.

Base Enhancements

Increase Spell Length 1 SP per day + 1 SP per every 3 days

Lock Enhancements

Increase Mechanical Complexity 1 SP per increase (Increases the Disable Device TN by 1)

Increase Structural Integrity 1 SP per increase (Increases the Break TN by 1)

Increase Tamper Rigidity 2 SP + 2 SP per increase (Decrease the Number of possible attempts by 1)

Increase Hardness 2 SP per increase (Increase the Hardness of the lock by 1)

Increase HP 1 SP per 2 increase (Increase the HP of the lock by 2)

Trigger Enhancements

Proximity Trap 2 SP + 1 SP per 5' blast radius – Allows the trap to release when any living object comes within the blast radius. This spell can arm as quickly as immediately or as long as 1 minute

Line Area Detection 2 SP – Allows the spell to detect as a line instead of a blast, the line being four times as long as the blast radius. The caster must denote what direction the line is pointing.

Cone Detection 3 SP – Allows the spell to detect as a cone instead of a blast, the cone being twice as long as the blast radius. The caster must denote what direction the cone is pointing. The sensitivity is doubled when using this detection type.

Detection Enhancements

Sound Trap 1 SP, + 1 SP per sensitivity – Allows the trap to release when it detects any sound. The trap starts with Heavy sensitivity, which gives it a Perception skill modifier of 1 to detect sound. Each level of sensitivity grants it a +4 to its Perception skill modifier. Whenever noise that may trigger it is sounded, the trap rolls Perception against the TN of the noise.

Timed Trap 1 SP, + 1 SP per 5 minutes – Allows a trap to be triggered after any amount of time. A character may set it to trigger to any interval of time as low as a single round.

Barrier Enhancements

Increase Spell Length 2 SP per round

Increase Barrier Power 1 SP, +2 SP per additional 4 damage reduction.

Increase Blast Radius 1 SP, +1 SP per 5' radius increase

Increase Range 1 SP, +1 SP per 5' range increase

Line Area Effect 2 SP – Allows the spell to be released as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Add Additional Effects 1 SP, +1 SP per additional effect (Add an additional kind of damage, at 4 damage reduction. Each damage reduction must be increased individually.)

Denote Exemptions 2 SP per target – Allows only those noted in the spell to be exempt from the spell's effects.

Example Spells

Safety Blanket

- **Cost** 5 Abjuration SP, Damage Reduction subschool
- **Time** 5 minutes to scribe
- **Effect** 1/Ballistic DR, 4 AP, touch attack. Last for 12 Hours.
- **Cost Breakdown** Base cost 2 SP, increase armor points 2+1 SP

Keycard

- **Cost** 10 Abjuration SP, Traps, Locks, and Barriers subschool
- **Time** 20 minutes to scribe
- **Effect** Creates a magical lock(Disable Device [TN14], 0 hardness, 1 HP, Break [TN14])on an object and a matching key. Lasts for 1 day.
- **Cost Breakdown** Base cost 2 SP, increase mechanical complexity 4 SP, increase structural integrity 4 SP

Medical Station

- **Cost** 5 Abjuration SP, Traps, Locks, and Barriers subschool and 5 Conjunction SP, Healing subschool
- **Time** 20 minutes to scribe
- **Effect** Sets up a magical trap that releases when the rune is contacted directly or disturbed. When released, it performs a touch attack that heals 4d2 HP. Lasts for 1 week.
- **Cost Breakdown**
 - Abjuration: Base cost 2 SP, increase spell length 1+2 SP
 - Conjunction: Base cost 1 SP, increase dice number 3+1 SP

Pot Lid

- **Cost** 10 Abjuration SP, Damage Reduction subschool
- **Time** 20 minutes to scribe
- **Effect** 3/Ballistic DR, 6 AP, touch attack. Last for 12 Hours.
- **Cost Breakdown** Base cost 2 SP, increase spell potency 2+2 SP, increase armor points 2+2 SP

Cautionary Tale

- **Cost** 10 Abjuration SP, Saves, Energies, and Elements subschool
- **Time** 20 minutes to scribe
- **Effect** +2 Bonus to Will, Fortitude, and Reflex saving throws. Touch attack, lasts for 12 hours.
- **Cost Breakdown** Base cost 3 SP, increase spell potency 1+1 SP, add additional effects 3+2 SP

Substitute Vest

- **Cost** 20 Abjuration SP, Damage Reduction subschool
- **Time** 100 minutes to scribe
- **Effect** 10/Ballistic DR, 10 AP. Touch attack, lasts for 1 day.
- **Cost Breakdown** Base cost 2 SP, increase spell length 1 SP, increase spell potency 2+9 SP, increase armor points 2+4 SP

Marching Order

- **Cost** 20 Abjuration SP, Saves, Energies, and Elements subschool
- **Time** 100 minutes to scribe
- **Effect** 6/Electric DR, 12 AP, protection from the elements and hot and cold environments. 10' burst radius, 10' range increment, lasts for 1 day.
- **Cost Breakdown** Base cost 3 SP, cantrip 1 SP, increase spell length 1 SP, increase spell potency 1+5 SP, increase armor points 2+5 SP, area effect 2 SP

Lurtz-b-Gone

- **Cost** 20 Abjuration SP, Traps, Locks, and Barriers subschool
- **Time** 100 minutes to scribe
- **Effect** Creates a magical barrier that reduces Piercing damage by 20 points if it passes through the barrier to strike its target. 15' burst radius, 30' range, lasts for 5 rounds.
- **Cost Breakdown** Base cost 2 SP, Increase spell length 6 SP, increase barrier power 1+8 SP, increase blast radius 1+2 SP

Spellschool (Conjuration) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Conjuration Spellschool.

Conjuration encompasses healing friendly players both during and after battle, as well as the teleportation of objects and creatures and making two way portals. When teleporting objects, the object can not be farther than

The Healing sub-school is primarily a touch focused sub-school and enhancements can change them to an area attack that targets a single 5' square or a ranged touch spell. Unless otherwise noted, anyone in the area attack will receive the healing. Teleportation requires on the ability to see and identify the relative size of an object, and has a maximum range of 50 feet.

Teleported objects will always want to take the path of least resistance, and as such, will always choose to teleport through space without matter rather than try to go through it, as such, if an object can end its teleportation without ending up in an object, it will do so, closer to its original location than farther.

A character can not teleport to a location they can not locally perceive through their own unmodified senses. They must be able to comprehend their end location before teleporting to it.

Portal creation will always want to take the path of least resistance, and as such, will always choose to create the other end through space without matter rather than try to go through it, as such, if a portal can create its exit without ending up in an object, it will do so, closer to its original location than farther. You can not create a portal in any space occupied by any creature.

When attempting to create a portal to a destination the character cannot see, there is a 25% chance the portal will instead end up inside the object, sending the portal to nowhere. This portal will not function and will simply put any object or creature right back.

Moving through a portal is the same as moving from one 5' square, and you move in the same direction that you stepped into the portal. You can not attack, or throw items through portals. Only items worn or equipped by a creature may pass through a portal, and only when that creature steps through the portal.

Sub-Schools

Healing

Focuses on restoring HP, removing curses, and other magical ailments. When casting healing spells, CHP is always healed first before XHP is restored.

Cantrip 1 SP – Reports the current CHP, XHP, Poisons, Curses, Status Effects, Extremity damage, and bleed damage for any creature it is cast on to the caster. This can also be added to a spell with the base cost.

Base Cost 1 SP – Heals 1d2 HP. This spell does not repair extremity damage.

Base Enhancements

Increase Dice Value 2 SP, + 1 SP per increase (From d2 to d3, to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 3 SP, + 1 SP per increase (From 1d to 2d, to 3d, etc.)

Remove Necromantic Affliction This spell is used to remove any afflictions caused by Necromancy. These afflictions include Bestow Weakness, Bestow Vulnerability, Bestow Fragility, or Bestow Fatigue. 1 SP, + 1 SP for every 3 SP the necromancy spell cost.

Remove Blindness 6 SP – Removes magical blindness, but can not restore a character that has been physically blinded.

Remove Inebriation 3 SP

Stop Bleeding 1 SP per 2 bleed damage

Remove Muteness 6 SP – Removes magical muteness, which allows a person afflicted to talk and release spells or incantations. Can not restore someone who has been physically muted.

Restore Energy 6 SP – Restores energy to a target that has been fatigued or exhausted by Necromancy. If a character has been fatigued due to manual labor, this spell will not work.

Target Enhancements

Area Effect 2 SP – Changes the spell from a touch attack to an area effect that has a blast radius of 10', and a target range increment of 10' from the user

Increase Blast Radius 1 SP, + 1 SP per 5' radius increase

Increase Range Increment 1 SP per 5' range increment increase

Ray Attack 2 SP – Changes the spell from a touch attack to a ranged touch attack with a range increment of 20'

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase

Teleporting

Focuses on moving matter from one location to the next via teleportation.

Base Cost 3 SP – Teleport a Fine or Diminutive object 5'. Moving in this manner does not grant a bonus to Defense. The object must be within 5' of the user. This is a ranged touch attack.

Base Enhancements

Increase Size 2 SP, +1 SP per size increase (From Diminutive to Tiny, to Small, etc.)

Increase Range 1 SP per 5', + 1 SP per size already increased

Change from Object to Creature 5 SP – Allows the spell to affect a living creature instead of an inanimate, non-living object. When teleporting a hostile creature, the action is treated as a touch attack.

Portal Creation

Focuses on creating and maintaining two way portals to pass creatures through.

Base Cost 4 SP – Create a portal up to 30' away from the caster, that allows the passage of creatures. One entrance of the portal, called the near portal, must be created within 5' of the caster. This portal lasts for 3 rounds. A creature must enter the portal fully, and can not stick a body part through it; Attempting to do so pulls the creature fully through the portal.

Base Enhancements

Increase Range of Far Portal 2 SP per 5'

Increase Range of Near Portal 4 SP per 5'

Increase Spell Length 2 SP per 1 round

Example Spells

Healing Touch

- **Cost** 5 Conjunction SP, Healing subschool
- **Time** 5 minutes to scribe
- **Effect** 2d2 Heal HP. Touch attack
- **Cost Breakdown** Base cost 1 SP, Increase dice number 3+1 SP

Bandage Toss

- **Cost** 5 Conjunction SP, Healing subschool
- **Time** 5 minutes to scribe
- **Effect** 1d2 Heal HP and stops 4 bleed damage. Ranged touch attack with a range increment of 20'.
- **Cost Breakdown** Base cost 1 SP, stop bleeding 2 SP, ray attack 2 SP

Smokes In Hand

- **Cost** 5 Conjunction SP, Teleporting subschool
- **Time** 5 minutes to scribe
- **Effect** Teleport a Diminutive or smaller object up to 15'
- **Cost Breakdown** Base cost 3 SP, increase range 2 SP

One Hop This Time

- **Cost** 4 Conjunction SP, Portal Creation subschool
- **Time** 5 minutes to scribe
- **Effect** Create a portal up to 30' away with an entrance up to 5' away. Lasts for 3 rounds.
- **Cost Breakdown** Base cost 4 SP

Healing Palm

- **Cost** 10 Conjunction SP, Healing subschool
- **Time** 20 minutes to scribe
- **Effect** 3d3 Heal HP and stops 2 bleed damage. Touch attack
- **Cost Breakdown** Base cost 1 SP, increase dice value 2+1 SP, increase dice number 3+2 SP, stop bleeding 1 SP

Gauze Pitch

- **Cost** 10 Conjunction SP, Healing subschool
- **Time** 20 minutes to scribe
- **Effect** Heal 4d2 HP and stop 2 bleed damage. Ranged touch attack, 20' range increment.
- **Cost Breakdown** Base cost 1 SP, increase dice number 3+3 SP, stop bleeding 1 SP, ray attack 2 SP

Grenade On Tap

- **Cost** 10 Conjunction SP, Teleporting subschool
- **Time** 20 minutes to scribe
- **Effect** Teleport a Small or smaller object up to 10'
- **Cost Breakdown** Base cost 3 SP, increase size 2+2 SP, increase range 1+2 SP

One Small Step

- **Cost** 10 Conjunction SP, Portal Creation subschool
- **Time** 20 minutes to scribe
- **Effect** Create a portal up to 45' away with an entrance up to 5' away. Lasts for 3 rounds
- **Cost Breakdown** Base cost 4 SP, increase range of far portal 6 SP

Healing Fist

- **Cost** 20 Conjunction SP, Healing subschool
- **Time** 100 minutes to scribe
- **Effect** Heal 8d6 HP and stop 6 bleed damage. Touch attack.
- **Cost Breakdown** Base cost 1 SP, increase dice value 2+4 SP, increase dice number 3+7 SP, stop bleeding 3 SP

First-Aid Fling

- **Cost** 20 Conjunction SP, Healing subschool
- **Time** 100 minutes to scribe
- **Effect** Heal 4d4 HP and stop 4 bleed damage. Ranged touch attack, 40' range increment.
- **Cost Breakdown** Base cost 1 SP, increase dice value 2+2 SP, increase dice number 3+3 SP, stop bleeding 2 SP, ray attack 2 SP, increase range increment 1+4 SP

Close Quarters Handgun Summon

- **Cost** 19 Conjunction SP, Teleporting subschool
- **Time** 95 minutes to scribe
- **Effect** Teleport a Medium or smaller object up to 50'
- **Cost Breakdown** Base cost 3 SP, increase size 2+3 SP, increase range 9+3 SP

One Giant Leap

- **Cost** 20 Conjunction SP, Portal Creation subschool
- **Time** 100 minutes to scribe
- **Effect** Create a portal up to 50' away with an entrance up to 15' away. Lasts for 3 rounds.
- **Cost Breakdown** Base cost 4 SP, increase range of far portal 8 SP, increase range of near portal 8 SP

Spellschool (Divination) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Divination Spellschool.

Divination encompasses knowledge and the input and acquisition of knowledge. This includes things that affect sight, sound, and touch.

Divination spells are all touch spells, as one needs to touch the eyes or ears of the subject after the spell is released.

Sub-Schools

Enhance Sight

Encompasses enhancements such as seeing in the dark, seeing heat, and true-seeing.

Base Cost 2 SP – Grants the target Low-Light Vision for 5 minutes.

Base Enhancements

Effects Spell sight 2 SP – Grants the target the ability to determine the effects of all defensive spells on all targets seen, but not the enhancements. This is in additions to all of the other visions added to the spell

Enhanced Spell sight 3 SP – Grants the target the ability to determine the enhancements of all defensive spells on all targets seen.

Darkvision 3 SP – Grants the target Darkvision. This is in addition to all other visions added to spell.

Thermal Vision 4 SP – Grants the target the ability to see objects based on their heat signature. This is in addition to all other visions added to the spell.

Telescopic Vision 2 SP – Grants the target the ability to extend his range of sight. It grants a +5 to all Perception checks that involve sight, and increases the range increment of all ranged weapon by 10% (rounded up to the nearest 5'). This is in addition to all other visions added to the spell.

Magical Vision 5 SP – Grants the target the ability to see any magical items that have had their magical properties hidden. This is in addition to all other visions added to the spell.

Invisible Vision 6 SP – Grants the target the ability to see invisible objects. This is in addition to all other Visions added to the spell

True Vision 10 SP – Grants the target the ability to see things as they truly are. This includes seeing the true form of transmuted objects and illusion spells and incantations that affect vision. This is in addition to all other visions added to the spell.

Increase Spell Length 2 SP per 5 minutes

X-Ray Enhancements

X-ray Vision 15 SP – Grants the target the ability to see through objects. The user can only see through objects that are no more than 10' away from them. This enhancement is separate, and may not be combined with any others, except spell length. It lasts for 1 minute.

Increase Spell Length 2 SP per 5 minutes

Enhance Speech, Word, and Sound

Encompasses enhancements such as speaking and understanding various languages, and reading and translating spells, as well as listening remotely.

Base Cost 2 SP – Choose option 1, option 2, option 3, or option 4.

Option 1 Grants the target the ability to determine the school of an unfamiliar spell but not its sub-school or enhancements. This effect lasts for 5 minutes.

Option 2 Grants the target the ability to understand and read, but not speak, a single language. This effect lasts for 5 minutes.

Option 3 The caster can designate any small or smaller object as a magical microphone, that can transmit sounds to their ears, as long as the designated object can hear the sounds. The object has an effective Perception Bonus of +2 to all sounds, and the caster can be up to 50' away from the designated object before the connection is severed. The sound is heard as if it were right within the caster's ears. This effect lasts for 10 minutes.

Option 4 The caster can designate any small or smaller object as a magical camera, that can transmit images to one of their eyes. While the caster is using this spell, they are considered flat footed and receives a -4 to all Attack Bonuses. The caster can be up to 50' away from the designated object before the connection is severed. The images are seen as if the caster's eye is placed on the facing of the object they chose. The camera has natural vision. This effect lasts for 10 minutes.

Reading Enhancements

Determine Sub-school 4 SP – Grants the target the ability to determine the sub-school of an unfamiliar spell, but not its enhancements.

Determine Enhancements 5 SP – Grants the target the ability to determine the enhancements of an unfamiliar spell, spelling out exactly what it does.

Language Enhancements

Additional languages 3 SP – Adds an additional language that the target can read and understand.

Speak Languages 2 SP + 1 SP per language added – Allows the target to speak all of the languages that the spell grants understanding of.

Increase Spell Length 2 SP per 5 minutes

Hearing Enhancements

Telescopic Hearing 5 SP – Grants +6 to all Perception checks that involve sound to a single creature. This is in addition to any other effects on the spell.

Magical Microphone Enhancements

Increase Receiving Range 1 SP per 5' away from the designated object

Increase Perception Bonus 1 SP per +1 Perception bonus

Increase Spell Length 2 SP per 10 minutes

Magical Camera Enhancements

Increase Receiving Range 1 SP per 5'

Increase Spell Length 2 SP per 10 minutes

Track Object

Encompasses a magical tag that is placed on an object, that allows a character to determine the location of the object.

Cantrip 1 SP – Retrace the steps an item took to get to it's current location, up to 8 hours from when the spell was first cast.

Base Cost 2 SP – Know the exact location of a Fine or Diminutive object, as long as it is within a 250' radius of the spellcaster. This spell lasts for 10 minutes.

Base Enhancements

Increase Size 2 SP, + 1 SP per size increase (from Diminutive to Tiny, to Small, etc.)

Increase Spell Length 2 SP per 10 minutes

Increase Range 1 SP per 25' radius increase, + 1 SP per size increase

Change from Object to Creature 5 SP – Allows the spell to affect a living creature of the same size instead of an inanimate, non-living object.

Example Spells

Elven Sight

- **Cost** 5 Divination SP, Enhance Sight subschool
- **Time** 5 minutes to scribe
- **Effect** Grants the target Low-Light Vision and Darkvision, touch attack. Last for 5 minutes.
- **Cost Breakdown** Base cost 2 SP, darkvision 3 SP

Eavesdropper

- **Cost** 5 Divination SP, Enhance Speech, Word, and Sound subschool
- **Time** 5 minutes to scribe
- **Effect** Designates a Small or smaller object as a magical microphone that transmits sounds to the caster's ears with an effective Perception bonus of +5. The caster must remain within 50'. Touch attack, lasts for 10 minutes.
- **Cost Breakdown** Base cost 2 SP, increase perception bonus 3 SP

Ball Insurance

- **Cost** 5 Divination SP, Track Object subschool
- **Time** 5 minutes to scribe
- **Effect** Tags a Tiny or smaller object, allowing the caster to determine the location of the object when it's within 250'. Touch attack, lasts for 10 minutes.
- **Cost Breakdown** Base cost 2 SP, increase size 2+1 SP

Zoom and Enhance

- **Cost** 10 Divination SP, Enhance Sight subschool
- **Time** 20 minutes to scribe
- **Effect** Grants Low-Light vision, the ability to see objects based on their heat signature, a +5 to all Perception checks that involve sight, and increases the range increment of all ranged weapons by 10% rounded up to the nearest 5'. Touch attack, lasts for 10 minutes.
- **Cost Breakdown** Base cost 2 SP, thermal vision 4 SP, telescopic vision 2 SP, increase spell length 2 SP

Puzzlescribe

- **Cost** 10 Divination SP, Enhance Speech, Word, and Sound subschool
- **Time** 20 minutes to scribe
- **Effect** Grants the ability to determine the school and subschool of an unfamiliar spell but not its enhancements. Touch attack, lasts for 15 minutes.
- **Cost Breakdown** Base cost 2 SP, determine subschool 4 SP, increase spell length 4 SP

Keytrack

- **Cost** 10 Divination SP, Track Object subschool
- **Time** 20 minutes to scribe
- **Effect** Tags a Diminutive or smaller object, allowing the caster to determine the location of the object when it's within 250'. Touch attack, lasts for 50 minutes
- **Cost Breakdown** Base cost 2 SP, increase spell length 8 SP

Third Eye

- **Cost** 20 Divination SP, Enhance Sight subschool
- **Time** 100 minutes to scribe
- **Effect** Grants Low-Light vision and the ability to see things as they truly are. This includes seeing the true form of transmuted objects and illusion spells and incantations that affect vision. Touch attack, lasts for 25 minutes.
- **Cost Breakdown** Base cost 2 SP, true vision 10 SP, increase spell length 8 SP

Babelscribe

- **Cost** 20 Divination SP, Enhance Speech, Word, and Sound subschool
- **Time** 100 minutes to scribe
- **Effect** Grants the ability to understand and read, but not speak, Latin, Coptic, and Greek. Touch attack, lasts for 35 minutes.
- **Cost Breakdown** Base cost 2 SP, additional languages 6 SP, increase spell length 12 SP

Dogparking

- **Cost** 20 Divination SP, Track Object subschool
- **Time** 100 minutes to scribe
- **Effect** Tags a Small or smaller creature, allowing the caster to determine the location of the creature when it's within 325'. Touch attack, lasts for 30 minutes.
- **Cost Breakdown** Base cost 2 SP, increase size 2+2 SP, increase spell length 4 SP, increase range 3+2 SP, change from object to creature 5 SP

Spellschool (Enchantment) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Enchantment Spellschool.

Enchantment focuses on enchanting equipment with magical power from other Spellschools. It can range from enchanting a pair of sunglasses with night vision to giving a round of ammunition a cold damage bonus.

Only one enchantment may be on any object at once, with the last released enchantment being the one that is currently active. Casting a new enchantment on an already enchanted object causes the enchantment that was currently on the item to be erased, the new one taking its place. The only exception to this are permanent enchantments, which can only be overwritten by other permanent enchantments. Casting an enchantment on an object with a permanent enchantment wastes the spell. Permanent enchantments also compete with one another, and as such any identical bonus, resistance, or effect given by a permanently enchanted item does not stack with any other identical bonus, resistance, or effect, even if that effect, resistance, or bonus is lesser than the permanent enchantment. Enchantment spells are both touch and ray spells with a 20' range, dependent on the mage's needs, and any friendly target's items may be targeted without any attack roll. The item must be reachable without passing through any object.

For the purpose of the Enchantment spell, Black Powder firearms, Aetherstaves, Aetherrods, and Aetherwands are considered melee weapons.

For the purpose of the Enchantment Spell, when enchanting Aetherstaves, Aetherrods, and Aetherwands a character can spend SP on any enhancements in the Spellschool. This supersedes any restrictions in the Spellschool.

Because Enchantment uses multiple schools to get its effects, separate inks, if desired, must be used in order to gain any benefits from using special kinds of inks. Inks used in this manner are considered one spell each. **When using secondary Spellschools, a mage can only use 50% of their Spellschool modifier to enchant spells.**

When calculating the time taken to scribe a Enchantment spell, all spellschool cost involved are added together.

Example: A character wants to enchant a sword with evocation. They have a skill modifier of 10 for Enchantment, and a skill modifier of 10 for Evocation. Because a character can only spend 50% of their total spellschool modifier, this character can spend up to 5 points on damage for the spell, giving the sword a 1d6 fire damage(2 SP base + 1 SP base dice size increase + 2 SP dice size increase from d3 to d4, then to d6).

Enchanting Abjuration

When enchanting with Abjuration spells, a character can only spend SP on Base enhancements. Only the Damage Reduction, or the Saves, Energies and Elements sub-schools may be used. All enchanted Abjuration objects must be in physical contact with the person in order to be effective. Only a timed enchantment may be used, and the spell can use the duration from the Abjuration school.

Enchanting Conjunction

When enchanting with Conjunction spells, a character can only spend SP on Base enhancements. Only the Healing sub-school may be used. If a weapon is enchanted with a Conjunction spell, it will still function as a normal weapon, in conjunction with releasing its spell when struck or used in combat.

Enchanting Divination

When enchanting Divination spells, a character can spend SP on any enhancements and any sub-school may be used. The trigger may be set to tapping a sigil on the object, or making it permanent and always active.

Enchanting Evocation

When enchanting Evocation spells, a character can only spend SP on Base enhancements. Only melee weapons, non-explosive thrown weapons, non-ballistic ranged weapons, and ammunition may be enchanted with Evocation spells. Chainsaws, tasers, flamethrowers, chemical irritants, explosives and grenades, and paintball markers and LTL weapons may not be enchanted. Enchanting ranged weapons imparts the enchantment to the ammunition fired from it if the ammunition is not enchanted. If the ammunition is enchanted, then the ammunition's enchantment is used instead, but the ranged weapon's enchantment is still counted as being used, even though nothing is imparted on the ammunition. When enchanting Evocation, only a single sub-school may be used.

Enchanting Illusion

When enchanting Illusion spells, a character can spend SP on any enhancements, and any sub-school may be used. The trigger may be set to tapping a sigil on the object, or making it permanent and always active.

Enchanting Necromancy

When enchanting Necromancy spells, a character can only spend SP on Base or Affliction enhancements. A character can enchant a melee weapon, non-ballistic ranged weapons and ammunition, clothing, or armor with curses. They can affect the wearer or wielder while they are wearing or wielding the object, if the mage chooses. A character can reduce the cost of enchanting Necromancy by adding Transmutation spells or Abjuration spells.

Example: Reduce DEX in order to increase STR or make a character weak to fire to be more resistant against ice.

Including a Transmutation or Abjuration counter-effect is free and decreases the cost by 1 SP, but the mage must have the Spellschool skill modifiers to pay for the Transmutation or Abjuration spell addition. For every two negative points the curse causes, there must be at least one positive point in order to receive the lowered cost benefit. While the Transmutation or Abjuration addition does not take SP to write in, it is added to the overall spell cost for the spell.

Enchanting Transmutation

When enchanting Transmutation spell, a character can spend SP on any enhancements. Only the Ingot Manipulation, Terrain Manipulation, or Animate sub-schools may be used. When using the Animate sub-school, a character can enchant a weapon, clothing, or armor with Transmutation effects, but they affect the wearer or wielder while they are wearing or wielding the object, clothing, or weapon, and that object must be in physical contact with the person in order to be effective. When using any other sub-school, the trigger must be set to tapping a sigil on the object to activate it, then tapping the desired object to be effected with the object.

Enchanting Objects

Aetherwands Aetherrods and Aetherstaves

Aetherwands, Aetherrods, and Aetherstaves have the amount of uses that are given by their type. They do not have to have their time or uses extended and character can spend SP on any enhancements in the spellschool.

For the purpose of the Enchantment spell, Black Powder Firearms, Aetherstaves, Aetherrods, and Aetherwands are considered melee weapons.

Cantrip 1 SP – Determine the exact effect and amount of uses or time an enchanted item, weapon, Aetherstaff, Aetherrod, or Aetherwand has. If the magic item is signed by a particular mage, this is also determined. This effect is permanent.

Base Cost 2 SP – Choose Uses or Time

All ammunition that is enchanted activates on striking a solid object after being used in a compatible weapon. All other objects spells can come into effect either when they are tapped on a specific spot, by the wearer or wielder, or immediately when they are worn, held, or picked up. If the enchantment is written to be used on pressing the spot, the wearer or wielder can decide when or when not to use the enchantment. The mage will select how the spell is activated when writing the spell.

Uses Grants any Enchantment on a Fine, Diminutive, or Tiny item for 1 use. If the mage so chooses they can sign this item with their name. This option can not use the Increase Spell Time enhancement.

Time Grants any Enchantment on a Fine, Diminutive, or Tiny item for 5 rounds. If the mage so chooses they can sign this item with their name. This option can not use the Increase Spell Use enhancement.

Base Enhancements

Increase Spell Use 1 SP per 1 use

Increase Spell Time 1 SP per 5 rounds

Increase Enchantment Size 2 SP, +1 SP per increase – Increases the size of an object you can enchant (From Tiny to Small, to Medium, etc.)

Permanency 29 SP – Removes the time limit on an enchantment, making the effect permanent. Any spell that has uses, or depleting

values, will refresh to its original values after 24 hours. If the mage so chooses they can sign this item with their name.

Enchanting Aetherwands

Base Cost 2 SP – Formats a single qualifying item into a blank Aetherwand. If the mage so chooses they can sign this item with their name.

Base Enhancements

Aetherrod Format 4 SP – Enhances the spell to also allow for the formatting of a single qualifying item into a blank Aetherrod.

Aetherstaff Format 6 SP – Enhances the spell to also allow for the formatting of a single qualifying item into a blank Aetherstaff. This enhancement requires the Aetherrod format enhancement in order to be taken.

Example Spells

Caustic Coat

- **Cost** 5 Enchantment SP, Enchanting Objects subschool and 2 Evocation SP, Acid subschool
- **Time** 10 minutes to scribe
- **Effect** Enchants a Small or smaller object with 1d6 acid damage. Enchantment lasts 5 rounds. Touch attack.
- **Cost Breakdown**
 - Enchantment: Base cost 2 SP, increase enchantment size 2+1 SP
 - Evocation: Base cost 2 SP

Hangover Cure

- **Cost** 10 Enchantment SP, Enchanting Objects subschool and 4 Conjunction SP, Healing subschool
- **Time** 70 minutes to scribe
- **Effect** Enchants a Tiny or smaller object to heal 1d2 HP and remove inebriation. Enchantment has 9 uses. Ranged touch attack, 20' range.
- **Cost Breakdown**
 - Enchantment: Base cost 2 SP, increase spell uses 8 SP
 - Conjunction: Base cost 1 SP, remove inebriation 3 SP

Lightning-Points

- **Cost** 20 Enchantment SP, Enchanting Objects subschool and 10 Evocation SP, Electricity subschool
- **Time** 150 minutes to scribe
- **Effect** Enchants a Small or smaller ammunition container with 2d6 electric damage. Enchantment has 12 uses. Ranged touch attack, 20' range.
- **Cost Breakdown**

- Enchantment: Base cost 2 SP, container enchant 4 SP*, increase spell use 11 SP, increase enchantment size 2+1 SP
- Evocation: Base cost 2 SP, increase dice value 4 SP, increase dice number 2+2 SP

- ***Note:** Enchanting a container requires the feat "Container Enchant". See feat for other restrictions.

Stone to Fist (Aether)

- **Cost** 5 Enchantment SP, Enchanting Objects subschool and 2 Transmutation SP, Ingot Manipulation subschool
- **Time** 10 minutes to scribe
- **Effect** Ranged touch attack, 20' range. Charges an Aetherwand with the following spell: Transmutes a single Tiny Rock Ingot into Brass Knuckles. Touch attack, lasts for 1 minute.
- **Cost Breakdown**
 - Enchantment: Base cost 2 SP, increase enchantment size 2+1 SP
 - Transmutation: Base cost 2 SP

Wizardrod

- **Cost** 6 Enchantment SP, Enchanting Aetherwands subschool
- **Time** 10 minutes to scribe
- **Effect** Formats a rod-like object between 13" and 36" long into a blank Aetherrod. Touch attack.
- **Cost Breakdown** Base cost 2 SP, Aetherrod Format 4 SP

Magi-lite (Aether)

- **Cost** 6 Enchantment SP, Enchanting Objects subschool and 5 Illusion SP, Distort Sight subschool
- **Time** 55 minutes to scribe
- **Effect** Touch attack. Charges an Aetherwand or Aetherrod with the following spell: Creates a bright flash of light, forcing every creature except the caster to make a [TN12] Will Saving Throw or be Stunned for 1 round. 10' burst radius, 10' range increment.
- **Cost Breakdown**
 - Enchantment: Base cost 2 SP, Increase Enchantment Size 2+2 SP
 - Illusion: Base cost 1 SP, Flash 3 SP, Denote Exemptions 1 SP

Servant of the Secret Fire (Aether)

- **Cost** 7 Enchantment SP, Enchanting Objects subschool and 9 Abjuration SP, Traps, Locks, and Barriers subschool
- **Time** 80 minutes to scribe
- **Effect** Ranged touch attack, 20' range. Charges an Aetherwand, Aetherrod, or Aetherstave with the following spell: Creates a magical barrier that reduces Fire damage by 16 points if it passes through the barrier to strike its target. 5' burst radius, 30' range, lasts for 2 rounds.
 - Enchantment: Base cost 2 SP, Increase Enchantment Size 2+3 SP
 - Abjuration: Base cost 2 SP, Increase Barrier power 1+6 SP

Spellschool (Evocation) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Evocation spellschool.

Evocation focuses on tapping into the raw energies of the world and funneling them into a useful, offensive and defensive force.

Evocation is by far the most common spellschool in existence, as they are one of the two offensive schools that exist, and the only one of those two accepted in polite company. All Evocation spells are touch spells by default, enhancements can change them to an area effect, a cone blast, or a ranged touch spell.

Evocation spells are touch spells by default and enhancements can change them to ranged touch attacks, area attacks that target a single 5' square, line area attacks that start from a single 5' square, or cone attacks that start from the caster's position. Unless otherwise noted, anyone in the area attack will receive the damage and effects.

When using a cone blast attack, or an area attack, all characters caught in the area can attempt a Reflex Saving Throw $TN[6 + \text{Spellschool (Evocation) Modifier}]$ to reduce the damage of the effect by half.

Sub-Schools

Cold

Encompasses cold attacks, allows for cold traps, and cold enchantments.

Cantrip 1 SP – Chill drinks and freeze 2 units of water into ice, make a single snowball, or keep 2.0 lb of food cold for 4 hours. This can also be added to a spell with the base cost to make the targets make a Fortitude Saving Throw $TN5$ or lose 1d4 Combat Points for 1d2 rounds.

Base Cost 2 SP – 1d3 cold touch attack, or a ranged touch attack with a range increment of 15'.

Base Enhancements

Increase Dice Value 2 SP per increase (From d3 to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 2 SP per increase, + 1 SP per additional dice value increase (From 1d to 2d, to 3d, etc. to a maximum of 10d.),

Increase Cantrip Save 2 SP, + 1 SP per increase (Increases the TN by 1)

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase.

Target Enhancements

Area Attack 4 SP – Changes the spell from a touch/ranged touch attack to an area attack that has a blast radius of 5', and a target range increment of 10' from the user

Increase Blast Radius 2 SP, + 1 SP per 5' blast radius increase

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase

Increase Spell Time 2 SP, + 1 per round – Allows the area attack to continue for additional rounds

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast

radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 2 SP – Changes the spell from a touch attack to a cone blast attack with an effect range of 10'

Increase Effect Range 2 SP, + 1 SP per 5' effect range increase.

Fire

Encompasses fire attacks, allows for fire traps, and fire enchantments.

Cantrip 1 SP – Start and hold a small fire that is suitable for lighting torches, cigarettes, or cigars. This fire can also be used to project light in a 10' burst radius of itself. This can also be added to a spell with the base cost to threaten catching a target on fire.

Base Cost 2 SP – 1d3 fire touch attack, or a ranged touch attack with a range increment of 15'.

Base Enhancements

Increase Dice Value 2 SP per increase (From d3 to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 2 SP per increase, + 1 SP per additional dice value increase (From 1d to 2d, to 3d, etc. to a maximum of 10d.)

Increase Range Increment 1 SP per 5' range increment increase.

Target Enhancements

Area Attack 4 SP – Changes the spell from a touch/ranged touch attack to an area attack that has a blast radius of 5', and a target range increment of 10' from the user

Increase Blast Radius 2 SP, + 1 SP per 5' range increase

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase

Increase Spell Time 2 SP, + 1 per round – Allows the area attack to continue to stay for additional rounds

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with an effect range of 10'

Increase Effect Range 2 SP, + 1 SP per 5' effect range increase.

Electric

Encompasses electric attacks, allows for electric traps, and electric enchantments.

Cantrip 1 SP – Choose option 1, option 2.

Option 1 Power and charge a small object, such as a cell phone or digital camera for 15 minutes. This can also be added to a spell with the base cost to make the targets make a Fortitude Saving Throw $TN5$ or be paralyzed for 1d3 rounds.

Option 2 Magnetize a Tiny or smaller object made from iron or an iron alloys such as steel or evokalloys that weighs 1.0 lb or less. This object can stick to any iron or iron alloy, and can hold an iron or iron alloy object that weights up to 2.0 lbs or less. This magnet last for 10 minutes before it loses its charge. This can also be added to a spell with the base cost to make the targets make a Fortitude Saving Throw $TN5$ or be paralyzed for 1d3 rounds.

Base Cost 2 SP – 1d3 electric touch attack, or a ranged touch attack with a range increment of 15’.

Base Enhancements

Increase Dice Value 2 SP per increase (from d3 to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 2 SP per increase, + 1 SP per additional dice value increase (From 1d to 2d, to 3d, etc. to a maximum of 10d.)

Increase Cantrip Save 3 SP, + 1 SP per increase (Increases the TN by 1)

Increase Range Increment 1 SP, + 1 SP per 5’ range increment increase.

Target Enhancements

Area Attack 4 SP – Changes the spell from a touch/ranged touch attack to an area attack that has a blast radius of 5’, and a target range increment of 10’ from the user

Increase Blast Radius 2 SP, + 1 SP per 5’ radius increase

Increase Range Increment 1 SP, + 1 SP per 5’ range increment increase

Increase Spell Time 2 SP, + 1 per round – Allows the area attack to continue for additional rounds

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Chain 3 SP, + 1 SP per additional target – causes the ray spell to also strike any target that is near the original target. The chain can extend up to one additional range increment beyond where the first target was struck.

Cone Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with an effect range of 10’

Increase Effect Range 2 SP, + 1 SP per 5’ effect range increase.

Concussive

Encompasses concussive attacks, allows for concussive traps, and concussive enchantments.

Cantrip 1 SP – Choose option 1 or option 2.

Option 1 Fling any object weighing 1.0 lb or less in any direction up to 5’ from its original location. The object must be within 10’ of the spellcaster. This can also be added to a spell with the base cost to give all attacks a wounding radius, at the rate of 5’ of wounding radius per 5’ per blast radius. The spellcaster is immune to all effects of the wounding radius, and any attacks without a blast radius are considered to have a blast radius of 5’, which would grant a wounding radius of 10’.

Option 2 Produce a firecracker noise up to 10’ away from the caster. The noise can be multiple small pops, a single large pop, or a loud whistle. This can also be added to a spell with the base cost to give all attacks a wounding radius, at the rate of 5’ of wounding radius per 5’ per blast radius. The spellcaster is immune to all effects of the wounding radius, and any attacks without a blast radius are considered to have a blast radius of 5’, which would grant a wounding radius of 10’.

Base Cost 2 SP – 1d3 concussion touch attack, or a ranged touch attack with a range increment of 20’.

Base Enhancements

Increase Dice Value 2 SP per increase (from d3 to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 2 SP per increase, + 1 SP per additional dice value increase (From 1d to 2d, to 3d, etc. to a maximum of 10d.)

Increase Range Increment 1 SP, + 1 SP per 5’ range increment increase.

Target Enhancements

Area Attack 2 SP – Changes the spell from a touch/ranged touch attack to an area attack that has a blast radius of 5’, and a target range increment of 10’ from the user

Increase Blast Radius 2 SP, + 1 SP per 5’ radius increase

Increase Range Increment 1 SP, + 1 SP per 5’ range increment increase

Increase Spell Time 2 SP, + 1 per round – Allows the area attack to continue for additional rounds

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Blast Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with an effect range of 10’

Increase Effect Range 2 SP, + 1 SP per 5’ effect range increase.

Acid

Encompasses acid attacks, allows for acid traps, and acid enchantments

The Area attacks of acid last 1 round after they are cast, causing damage to anyone who is standing, kneeling, or prone in a square where it was cast. The damage is identical to the original damage.

Cantrip 1 SP – Choose option 1 or option 2.

Option 1 Create a small ball of acid that hangs off the mages finger, which can damage Tiny or smaller objects. The object takes 1 point of acid damage. This can also be added to a spell with the base cost to change the spell so all creatures who took initial damage from the spell, continue to take half damage from the spell on the next round, and ¼ damage from the spell on the round after that.

Option 2 Neutralize a Weak acid of any size. This can also be added to a spell with the base cost to change the spell so all creatures who took initial damage from the spell, continue to take half damage from the spell on the next round, and ¼ damage from the spell on the round after that.

Base Cost 2 SP – 1d6 acid touch attack

Base Enhancements

Increase Dice Value 2 SP per increase (from d6 to d8, to d10, to d12)

Increase Dice Number 2 SP per increase, + 2 SP per additional dice value increase (From 1d to 2d, to 3d, etc. to a maximum of 10d.)

Target Enhancements

Area Attack 5 SP – Changes the spell from a touch attack to an area attack that has a blast radius of 5', and a target range increment of 10' from the user

Increase Blast Radius 2 SP, + 1 SP per 5' range increase

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase

Increase Spell Time 2 SP, + 1 SP per round – Allows the area attack to continue to stay for additional rounds

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line equal to three times the length of the radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 2 SP – Changes the spell from a touch attack to a cone blast attack with an effect range of 10'

Increase Effect Range 2 SP, + 1 SP per 5' effect range increase

Example Spells

Frosty

- **Cost** 5 Evocation SP, Cold subschool
- **Time** 5 minutes to scribe
- **Effect** 1d3 Cold damage, forces targets to make a [TN5] Fortitude Saving Throw or lose 1d4 Combat Points for 1d2 rounds. Cone blast, 10' range.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, cone attack 2 SP

Sunrays

- **Cost** 5 Evocation SP, Fire subschool
- **Time** 5 minutes to scribe
- **Effect** 1d3 Fire damage, threatens to catch the target on fire. Ranged touch attack, 25' range increment.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, increase range increment 2 SP

Sparker

- **Cost** 5 Evocation SP, Electric subschool
- **Time** 5 minutes to scribe
- **Effect** 1d4 Electric damage, forces target to make a [TN5] Fortitude Saving Throw or be Paralyzed for 1d3 rounds. Touch attack.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, increase dice value 2 SP

Firecracker

- **Cost** 5 Evocation SP, Concussive subschool
- **Time** 5 minutes to scribe
- **Effect** 1d3 Concussion damage. 5' burst radius, 10' wounding radius, 10' range increment. Caster is immune to wounding radius effects.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, area attack 2 SP

Sizzle

- **Cost** 5 Evocation SP, Acid subschool
- **Time** 5 minutes to scribe
- **Effect** 1d6 acid damage. Targets who take damage take half damage on the next round, and 1/4 damage on the round after that. Cone blast, 10' range.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, cone attack 2 SP

The Touch of the Winter Storm

- **Cost** 10 Evocation SP, Cold subschool
- **Time** 20 minutes to scribe
- **Effect** 2d6 Cold damage. Ranged touch attack, 15' range increment.
- **Cost Breakdown** Base cost 2 SP, increase dice value 4 SP, increase dice number 2+2 SP

The Touch of the Burning Sands

- **Cost** 10 Evocation SP, Fire subschool
- **Time** 20 minutes to scribe
- **Effect** 3d4 Fire damage. Ranged touch attack, 20' range increment.
- **Cost Breakdown** Base cost 2 SP, increase dice value 2 SP, increase dice number 4+1 SP, increase range increment 1 SP

Sparkball

- **Cost** 10 Evocation SP, Electric subschool
- **Time** 20 minutes to scribe
- **Effect** 3d3 Electric damage. 5' burst radius, 10' range increment.
- **Cost Breakdown** Base cost 2 SP, increase dice number 4 SP, area attack 4 SP

Cherry Bomb

- **Cost** 10 Evocation SP, Concussive subschool
- **Time** 20 minutes to scribe
- **Effect** 3d3 Concussion damage. 5' burst radius, 15' range increment
- **Cost Breakdown** Base cost 2 SP, increase dice number 4 SP, area attack 2 SP, increase range increment 1+1 SP

Etch

- **Cost** 10 Evocation SP, Acid subschool
- **Time** 20 minutes to scribe
- **Effect** 1d12 Acid damage. Cone blast, 10' range.
- **Cost Breakdown** Base cost 2 SP, increase dice value 6 SP, cone attack 2 SP

Tornado of Frost

- **Cost** 20 Evocation SP, Cold subschool
- **Time** 100 minutes to scribe
- **Effect** 3d6 Cold damage. Cone blast, 30' range.
- **Cost Breakdown** Base cost 2 SP, increase dice value 4 SP, increase dice number 4+2 SP, cone attack 2 SP, increase effect range 2+4 SP

Firebeam

- **Cost** 20 Evocation SP, Fire subschool
- **Time** 100 minutes to scribe
- **Effect** 3d10 Fire damage. Ranged touch attack, 25' range increment.
- **Cost Breakdown** Base cost 2 SP, increase dice value 8 SP, increase dice number 4+4 SP, increase range increment 2 SP

Biribiri

- **Cost** 20 Evocation SP, Electric subschool
- **Time** 100 minutes to scribe
- **Effect** 3d6 Electric damage that can strike two additional targets within 25' of the original target. Ranged touch attack, 25' range increment.
- **Cost Breakdown** Base cost 2 SP, increase dice value 4 SP, increase dice number 4+2 SP, increase range increment 1+2 SP, Chain 3+2 SP

M-80

- **Cost** 20 Evocation SP, Concussive subschool
- **Time** 100 minutes to scribe
- **Effect** 5d8 Concussion damage. Touch attack, 10' wounding radius. Caster is immune to wounding radius effects.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, increase dice value 6 SP, increase dice number 8+3 SP

Scour

- **Cost** 20 Evocation SP, Acid subschool
- **Time** 100 minutes to scribe
- **Effect** 3d8 Acid damage. Targets who take damage take half damage on the next round, and 1/4 damage on the round after that. 15' burst radius, 10' range increment.
- **Cost Breakdown** Base cost 2 SP, cantrip 1 SP, increase dice value 2 SP, increase dice number 4+2 SP, area attack 5 SP, increase blast radius 2+2 SP

Spellschool (Illusion) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Illusion Spellschool.

Illusion focuses on creating false senses, to cause people to see or hear things or sounds that aren't there, not see things that are there, and distort or even remove sound.

Unless otherwise noted, all illusion spells are touch spells.

Sub-Schools

Cantrip 1 SP – Choose option 1, option 2, or option 3.

Option 1 Create a harmless small ball of light that projects light in a 30' burst radius from itself. This ball of light can be placed anywhere within 50' of the caster. It can last up to 10 minutes.

Option 2 Create a harmless sensory effect that is small sized or smaller, such as a trick of light, a firework, or other simple show of magecraft. This can last up to 10 minutes.

Option 2 Place a small or smaller sized mark on an object. This mark can be as intricate or simple as the user would like, but it can not be used to scribe spells. This can last up to 10 minutes.

Distort Sight

Encompasses everything from bending light around an object to creating figments and non-existent objects, as well as concealing objects that are there, as well as overstimulating the eyes.

Base Cost 1 SP – Cause a Fine or Diminutive object to appear as another object of the same size for 5 minutes.

Base Enhancements

Increase Size 2 SP, + 1 SP per size increase (From Diminutive to Tiny, to Small, etc.)

Increase Spell Length 1 SP per 5 minutes

Change from Object to Creature 5 SP – Allows the spell to affect a living creature instead of an inanimate, non-living object

Image Enhancements

Create Image 3 SP – Allows the spellcaster to create a visual illusion of an object instead of changing an object. This visual illusion can move and appear as the caster sees fit.

Render Invisible 2 SP, + 2 SP per size increase – Renders an object invisible to normal eyesight, but it can still be detected by other means

Distort 1 SP – Distorts the true location of the object, giving the object a 15% concealment.

Increase Distortion 1 SP, + 1 SP per size increase + 1 SP per 5% increase to concealment(Max 50%)

Conceal 6 SP – Creates a thick magical haze that conceals all objects and creatures, instead of changing an object. Every target that is within the haze is considered blind unless they have True Vision, and only True Vision can see through the haze. The haze has a blast radius of 10', and a target range increment of 10' from the user.

Increase Blast Radius 1 SP, + 1 SP per 5' radius increase.

Increase Range Increment 1 SP per 5' range increment increase

Denote Exemptions 1 SP per target – Allows only those noted in the spell to be exempt from the spell's effects.

Flash 3 SP – Creates a bright flash of light that overstimulates the eyes. This has a blast radius of 10', and a target range increment of 10' from the user. Every creature caught in the blast must make a Will Saving Throw [TN12] or be Stunned for 1 round. This effect overrides the effect from the base cost.

Increase Brightness 1 SP, + 1 SP per 1 increase in the TN

Increase Blast Radius 1 SP, + 1 SP per 5' radius increase

Increase Range Increment 1 SP per 5' range increment increase

Increase Spell Length 1 SP, + 2 SP per round increase

Blinding Flash 7 SP – Gives the spell the added effect of also causing Blindness for the duration of the spell.

Denote Exemptions 1 SP per target – Allows only those noted in the spell to be exempt from the spell's effects.

Distort Sound

Encompasses things such as changing sound from one to another, or even removing the sound completely.

Base Cost 2 SP – Create a figment sound that the writer of the spell specifies. The sound lasts for 1 round.

Base Enhancements

Increase Spell Length 1 SP per round

Sound Enhancements

Change Sound 4 SP – Change the sound of an object from one sound to another of the same volume level.

Example: *From a gunshot to a very loud horn.*

Silence Area 6 SP – Create an area that is afflicted by silence. Spells can not be released and incantations can not be spoken, conversation is impossible, and no noise whatsoever issues or passes through the area. The area affected has a radius of 5' and lasts 1 round, and the origin point can be placed up to 30' away from the caster.

Increase Blast Radius 2 SP, +1 SP per 5' radius increase

Increase Spell Time 2 SP per round

Denote Exemptions 1 SP per target – Allows only those noted in the spell to be exempt from the spell's effects.

Example Spells

Create Target

- **Cost** 5 Illusion SP, Distort Sight subschool
- **Time** 5 minutes to scribe
- **Effect** Creates a visual illusion of a Diminutive or smaller object. Touch attack. Last for 10 minutes.
- **Cost Breakdown** Base cost 1 SP, increase spell length, 1 SP, create image 3 SP

Whoopee

- **Cost** 5 Illusion SP, Distort Sound subschool
- **Time** 5 minutes to scribe
- **Effect** Creates a figment sound of flatulence. Touch attack, lasts for 4 rounds
- **Cost Breakdown** Base cost 2 SP, increase spell length 3 SP

In Plain Sight

- **Cost** 10 Illusion SP, Distort Sight subschool
- **Time** 20 minutes to scribe
- **Effect** Causes a Gargantuan or smaller object to appear as another object of the same size. Touch attack, lasts for 10 minutes.
- **Cost Breakdown** Base cost 1 SP, increase size 2+6 SP, increase spell length 1 SP

TOOLTIME

- **Cost** 10 Illusion SP, Distort Sound subschool
- **Time** 20 minutes to scribe
- **Effect** Changes the sounds of an object to a tool obsessed man's grunt of equal volume. Touch attack, lasts for 5 rounds.
- **Cost Breakdown** Base cost 2 SP, increase spell length 4 SP, change sound 4 SP

Now You See Me

- **Cost** 20 Illusion SP, Distort Sight subschool
- **Time** 100 minutes to scribe
- **Effect** Renders a Medium or smaller creature invisible to normal eyesight. Touch attack, lasts for 10 minutes.
- **Cost Breakdown** Base cost 1 SP, increase size 2+3, increase spell length 1 SP, change from object to creature 5 SP, Render Invisible 2+6 SP

Hushpuppy

- **Cost** 20 Illusion SP, Distort Sound subschool
- **Time** 100 minutes to scribe
- **Effect** Create an area afflicted by silence that only the caster is unaffected by. 30' burst radius, 30' range, lasts for 3 rounds.
- **Cost Breakdown** Base cost 2 SP, silence area 6 SP, increase blast radius 2+5 SP, increase spell time 4 SP, denote exemptions 1 SP

Spellschool (Necromancy) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Necromancy Spellschool.

Necromancy is the focus of death, pain, and the manipulation of life forces, as well as causing afflictions of various types. Necromancy focuses on afflicting life damage directly, which is damage that directly goes to the CHP.

Necromancy is particularly dangerous because of its ability to directly attack CHP, overriding all defenses, DRs, and sometimes resistances to it. With its power, it costs much more than any other spellschool to use. It is also frowned upon, as it is considered overkill and unnecessary for self defense.

When using Repeat Spell Feat, Maximize Spell Feat, or Guide Spell Feat with Necromancy, the required SP to spend on the feat is increased by 25% (Multiply the SP cost by 1.25, rounded up).

Necromancy spells are touch spells by default and enhancements can change them to ranged touch attacks or area attacks that target a single 5' square. Unless otherwise noted, anyone in the area attack will receive the damage and effects.

Necromancy spells that use the Affliction Enhancement do not stack with themselves. A target can have multiple types of different afflictions but when applying identical afflictions the highest value affliction will be the one that is applied to the target.

Cantrips 2 SP – Identify the age, sex, and species of a deceased creature or person from their remains.

3 SP – Allows the caster to communicate with any deceased creature or person who has not been dead for more than 72 hours. The mage must be able to communicate with the creature or person as if they were alive. The deceased creature or person retains all of their memories and personality right up to the moment they died. Only the caster can communicate with the deceased.

3 SP – Double the speed of decomposition. A deceased creature or person will begin to rot at twice the speed, and the time in which they can be revived is halved, every time this is cast on a deceased creature or person.

Base Cost 4 SP – 1d2 CHP damage touch attack

Base Enhancements

Increase Dice Value 3 SP per increase (from d2 to d3, to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 3 SP, + 2 SP per increase (From 1d to 2d, to 3d, etc. to a maximum of 8d)

Target Enhancements

Ray Attack 6 SP – Changes the spell from a touch attack to a ranged touch attack with a range increment of 10'

Increase Range Increment 2 SP, + 1 SP per 5' range increment increase

Area Attack 4 SP – Changes the spell from a touch attack to an area attack that has a blast radius of 5', and a target range of 10 feet from the user. It lasts 1 round

Increase Blast Radius 2 SP, + 2 SP per 5' radius increase

Increase Range 2 SP, + 1 SP per 5' range increase

Increase Spell Time 3 SP, + 2 per round – Allows the area attack to continue for additional rounds

Affliction Enhancements

Life Drain 5 SP – Caster gains CHP equal to the amount the target lost.

Designate Target 2 SP – The caster can designate another target to receive the CHP from Life Drain. The target must be within 25' of the caster.

Bestow Blindness 9 SP – Afflict a target with magical blindness

Bestow Muteness 9 SP – Afflict a target with magical muteness

Bestow Curse 8 SP – Cause a -1 to a single target's STR, DEX, or CON ability score or a -4 to any one skill check.

Increase Spell Potency 2 SP, + 1 SP per increase (Add -1 to the penalty per increase).

Add Additional Effects 4 SP, + 1 SP per additional effect (Add either an additional ability score penalty or a skill check)

Bestow Weakness 3 SP – Cause 1 point of weakness to Cold, Fire, Electricity, Acid, or Concussion damage to the selected target. When target is attacked with the same damage they are weak to, the damage receives a +1 for every point of weakness the target has.

Increase Spell Potency 2 SP, + 1 SP per increase (Add 1 to the weakness per increase)

Bestow Vulnerability 3 SP – Cause 1 point of vulnerability to Slashing, Piercing, Bludgeoning, Ballistic, or Ballistic Piercing damage to the selected target. When target is attacked with the same damage they are vulnerable to, the damage receives a +1 for every point of vulnerability the target has.

Increase Spell Potency 2 SP, + 1 SP per increase (Add 1 to the vulnerability per increase)

Bestow Fragility 5 SP – Causes a -1 to the DEF of the selected target.

Increase Spell Potency 2 SP, + 1 SP per increase (Add -1 to the penalty per increase)

Bestow Fatigue 2 SP – Causes the selected target to become fatigued. This spell lasts for 8 hours.

Increase to Exhaust 4 SP – This increases the effect to instead cause a target to become Exhausted

Resurrection Enhancement

Resurrect 27 SP – Return a dead creature back to life with 1 CHP and no XHP. The target creature can not have been dead for more than 1 hour.

Example Spells

Fingertip of Death

- **Cost** 6 Necromancy SP
- **Time** 10 minutes to scribe
- **Effect** 1d2 CHP damage, target becomes Fatigued for 1 round. Touch attack.
- **Cost Breakdown** Breakdown Base effect 4 SP, bestow fatigue 2 SP

Softly Tolling

- **Cost** 10 Necromancy SP
- **Time** 20 minutes to scribe
- **Effect** 1d2 CHP damage. Ranged touch attack, 10' range increment.
- **Cost Breakdown** Base cost 4 SP, ray attack 6 SP

Offerance

- **Cost** 20 Necromancy SP
- **Time** 100 minutes to scribe
- **Effect** 3d2 CHP damage, caster gains CHP equal to amount lost by target. 5' burst radius, 10' range.
- **Cost Breakdown** Base cost 4 SP, increase dice number 3+4 SP, life drain 5 SP, Area attack 4 SP

Feeblement

- **Cost** 20 Necromancy SP
- **Time** 100 minutes to scribe
- **Effect** 1d2 CHP damage, cause -2 to target's STR and DEX scores. Touch attack.
- **Cost Breakdown** Base cost 4 SP, bestow curse 8 SP, increase spell potency 2+1 SP, add additional effects 4+1 SP

Spellschool (Transmutation) Trained Only

This skill allows a character to scribe spells, scrolls, and read spells of the Transmutation Spellschool.

Transmutation is the changing the properties of an object, creature, or person, for better or worse.

Transmutation spells are touch spells by default and enhancements can change them to ranged touch attacks, area attacks that target a single 5' square, line area attacks that start from a single 5' square, or cone attacks that start from the caster's position. Unless otherwise noted, anyone in the area attack will receive the damage and effects.

Cantrip 1 SP – Choose option 1 or 2

Option 1 Color, clean, soil, flavor, chill, warm, or scent any Small or smaller object that weighs no more than 2.0 lbs. This effect lasts for 1 hour.

Option 2 Mend a single break or tear on a Tiny or smaller object weighing 2.0 lbs or less. This repair is permanent.

Sub-Schools

Ingot Manipulation

Encompasses changing and manipulating ingots, as well as creating weapons from those ingots. Ingots are units of measurement for transmutation. Ingots are units of measurement for transmutation. They have no defined shape, but they do have a defined volume. A mage can define the shape of the ingot, so as long as it is a single connected shape that fits into the size category that the ingot is. Mages often shape their ingots according to their personality.

Cantrip 1 SP – Choose option 1, 2 or 3

Option 1 Change a Tiny or smaller ingot into a crude shape, such as a figurine or geometric shape, that is too brittle or weak to be used as a tool. This change lasts for 1 hour, before the object shifts back to its original form. This is a touch attack spell.

Option 2 Identify the potential ingots of raw materials from any object this spell is cast on. This is permanent. This is a touch attack spell.

Option 3 Create a finished product from the raw materials. The mage must be able to make the items using the Craft skill that the object would be made using on a roll of 10, and still must purchase the cost of the raw materials required to create the item. This cantrip may not be used to make weapons or ammunition. This item can be as complex as the alchemist can make. This is permanent. This is a touch attack spell.

Base Cost 2 SP – Choose option 1, 2, 3, or 4

Option 1 You can make specific melee weapons, black powder firearms, non-cased or non-shelled ammunition such as black powder bullets, arrows, or crossbow bolts, or simple tools from a specific ingot type. This weapon lasts for 1 minute. The mage is considered proficient in any weapon they transmute for the length of the transmutation. This is a touch attack spell.

Example: To make a Push Blade knife, you require a single Small or larger ingot of materials or two Tiny ingots of different material.

Option 2 Transmute a single Tiny ingot of material within its group or within the same ingot level. Transmuting an Ingot of material from one ingot to another lasts 5 minutes. This is a touch attack spell.

Example: From plastic to rubber, or from lead to steel

Option 3 Split or combine any size of matching ingots into either a larger or smaller ingot. This is permanent. This is a touch attack spell.

Example: Taking four Tiny steel ingots, and combining them into one Medium steel ingot, or a Huge wood ingot into two Large ingots.

Option 4 Turns any tiny or smaller object into sectioned off ingots of raw material suitable for transmutation components in transmutation spells. A second base effect may be purchased alongside this option, and these ingots can be used as components in it instead of having to have ingots already broken down to be used. If the object can move under its own power, it must choose to be deconstructed. If the object is possessed by a creature, the creature possessing the object must choose to allow the object to be deconstructed. This is permanent. This is a touch attack spell.

Example: Taking a drinking glass and deconstructing it into 1 tiny glass ingot, or a smartphone and deconstructing it into 1 Tiny plastic ingot, 1 Tiny glass ingot, and 1 Fine copper ingot.

Base Enhancements

Increase Spell Length 1 SP, +1 SP per 1 minute increase

Ingot Creation Enhancements

Increase Item Size 1 SP, +2 SP per increase (from Tiny to Small, etc.)

Ingot Selection Enhancements

Increase Ingot Size 1 SP, +1 SP per increase (from Tiny to Small, etc.)

Specific Ingot Categories 4 SP – Instead of specifying the specific ingot, the mage can instead specify a category of ingots and use any of the ingots that fall under the selected category.

Any Ingot 9 SP – Instead of specifying the specific ingot, the mage can instead use any ingot of material for the spell.

Weapon Creation Enhancements

Weapon Categories 4 SP – Instead of specifying a specific melee weapon, tool, or non-cased or shelled ammunition, a mage can instead choose a category of weapons (simple weapons for example) or a category of non-cased or shelled ammunition (Arrows and crossbow bolts for example), that the spell can transmute.

Any Weapon 11 SP – Instead of specifying a specific melee weapon, tool, or non-cased or shelled ammunition, a mage can transmute any tool, melee weapon, or non-cased or shelled ammunition without specification to any category.

Target Enhancements

Area Attack 2 SP – Changes the spell from a touch attack to an area attack that has a blast radius of 5', and a target range increment of 10' from the user.

Increase Blast Radius 2 SP, +1 SP per 5' range increase

Increase Range Increment 1 SP, +1 SP per 5' range increment increase

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with a range increment of 10'.

Increase Range Increment 2 SP, +1 SP per 5' range increase

Ray Attack 1 SP – Changes the spell from a touch attack to a ranged touch attack with a range increment of 15'.

Increase Range Increment 1 SP, +1 SP per 5' range increment increase.

Weapon Manipulation

Encompasses changing and manipulating weapons, giving them upgrades or downgrades.

Base Cost 1 SP – Transmute a weapon upgrade into a transmuted weapon or into an already existing melee weapon. The upgrade must be able to be performed on the weapon to be transmuted, and any indicated blocks must be used. When applying enhancements to this spell, the ingot cost can be paid by either the one receiving the upgrade, or the character casting the spell, so as long as the ingots are within 5' of the one receiving the spell or the character casting the spell, and are not currently being possessed or held. This upgrade does nothing on its own and lasts for 1 round. Upgrades can be combined as long as they do not conflict. This is a touch attack spell.

Object Upgrade Enhancements

Custom Handle 4 SP – Grants the custom handle upgrade for the spell's length.

Detailing 3 SP – Grants the detailing upgrade for the spell's length, and requires one small precious metal ingot.

Practice Weapon 1 SP – Grants the practice upgrade for the spell's length, and requires one polymer ingot of equal size to the weapon's size.

Razor Sharp 4 SP – Grants the razor sharp upgrade for the spell's length.

Silvered 3 SP – Grants the silvered upgrade for the spells length. Requires one silver ingot of equal size to the weapon's size.

Weighted 2 SP – Grants the weighted upgrade for the spell's length and requires one stone, iron, or steel ingot of equal size to the weapon's size.

Jagged 4 SP – Grants the jagged upgrade for the spell's length.

Increase Spell Length 1 SP, +1 SP per 1 round increase.

Object Downgrade Enhancements

Unbalance Weapon 6 SP – Target a weapon to unbalance it and make it harder to use, granting a -1 attack penalty for 1 round, for all those that use the weapon. This is a touch attack spell, and uses the Strike an Object combat rules.

Increase Spell Length 1 SP, +1 SP per 1 round increase.

Increase Spell Potency 1 SP, + 4 SP per increase (Increase the Attack Penalty).

Target Enhancements

Area Attack 2 SP – Changes the spell from a touch attack to an area attack that has a blast radius of 5', and a target range of 10' from the user. When using the object downgrade enhancement, all objects caught in the blast are affected.

Increase Blast Radius 2 SP, +1 SP per 5' range Increase

Increase Range 1 SP, +1 SP per 5' range increase

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with a range of 10'. When using the Object Downgrade enhancement, all objects caught in the blast are affected.

Increase Range 2 SP, +1 SP per 5' range increase

Ray Attack 1 SP – Changes the spell from a touch attack to a ranged touch attack with a range increment of 15'.

Increase Range Increment 1 SP, +1 SP per 5' range increment increase.

Terrain Manipulation

Encompasses changing and manipulating the terrain, shifting and changing it to benefit the mage.

Base Cost 1 SP – Allows terrain to be shifted with a touch attack that affects a single 5' square, and lasts for 1 round. This spell does nothing on its own, and must be combined with terrain shift enhancements.

Terrain Shift Enhancements

Destabilize Terrain 2 SP – Target an area and destabilizes it, making it difficult to pass over, or fight in. Moving through a destabilized area cost twice as much, and any creature is considered flat-footed while they are in that area. This is a touch attack spell, affects a single 5' square, and lasts for 1 round.

Increase Spell Length 1 SP, +1 SP per 1 round increase

Shift Terrain 4 SP – Target an area and shift it, making walls, trenches, openings and other structures. Shifting terrain doesn't make it disappear, rather displaces it, which must go somewhere adjacent to the area being shifted (for example, to make a chest high wall in a square, a square adjacent must be pulled from, and has the same depth as the wall, or to make an opening in a wall, the adjacent sides would become twice as thick.) This is a touch attack spell, affects a single 5' square's worth of terrain or obstacles, and lasts for 1 round. This spell can move 5' squared worth of terrain in any direction

Increase Spell Length 1 SP, +1 SP per 1 round increase

Increase Spell Size 1 SP, +1 SP per 5' square affected

Increase Spell Potency 1 SP, +1 SP per additional 5 square feet of movement.

Grease Terrain 2 SP – Target an area and removes some friction from it, making it difficult to pass over, or fight in. Any creature moving through greased terrain must make a successful Reflex Saving Throw [TN12] or be knocked prone. This spell affects a single 5' square, and lasts for 5 round. This enhancement can not be used with the Glue Terrain enhancement.

Increase Spell Length 1 SP per 1 round increase

Increase Save 1 SP, + 1 SP per increase (Increases the TN by 1)

Glue Terrain 3 SP – Target an area and coat it in a sticky film, making it difficult to pass over, or fight in. Any creature moving through glued terrain must make a successful Reflex Saving Throw [TN12] or be stuck to the terrain for that round, becoming flat footed. Every round after that, the creature can spend 8 Combat Points to make an Athletics check [TN20] or Acrobatics check [TN25] to free themselves. This spell affects a single 5' square, and lasts for 1 round. This enhancement can not be used with the Grease Terrain enhancement.

Increase Spell Length 1 SP, + 1 SP per 1 round increase

Increase Save 1 SP, + 1 SP per increase (Increases the TN by 1)

Spike Terrain 4 SP – Target an area and create raised, sharp spikes on it, making it difficult to pass over, or fight in. Any creature moving through spiked terrain takes 1d3 piercing damage, ignoring any armor they may be wearing. This spell affects a single 5' square, and lasts for 1 round.

Increase Spell Length 1 SP, + 1 SP per 1 round increase

Cloud Terrain 3 SP – Target an area, making a thick cloud of cool steam, making it difficult to see through. Any creature or object within the clouded terrain is considered 25% concealed. This spell affects a single 5' square, and lasts for 1 round.

Increase Spell Length 1 SP, + 1 SP per 1 round increase

Target Enhancements

Area Attack 2 SP – Changes the spell from a touch attack to an area attack that has a blast radius of 5', and a target range of 10' from the user.

Increase Blast Radius 2 SP, +1 SP per 5' range Increase

Increase Range 1 SP, +1 SP per 5' range increase

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with a range of 10'.

Increase Range 2 SP, +1 SP per 5' range increase

Ray Attack 1 SP – Changes the spell from a touch attack to a ranged touch attack with a range increment of 15'.

Increase Range Increment 1 SP, +1 SP per 5' range increment increase.

Animate

Encompasses enhancing animate, living creatures.

Cantrip 1 SP – Color or scent a single target's hair, eyes, or skin. This effect lasts for 30 minutes.

Base Cost 2 SP – Grant a +1 bonus to a single target's STR, DEX, or CON Score for 2 rounds

Base Enhancements

Increase Spell Length 1 SP per round increase

Increase Spell Potency 5 SP, + 2 SP per increase (increase the ability score bonus)

Add Additional Effects 3 SP, + 2 SP per additional effect (add an additional ability score bonus)

Base Cost 3 SP – Choose Piercing, Slashing, or Bludgeoning. The target gains a natural melee weapon that deals 1d3 damage of the selected damage for 3 rounds. Natural weapons do not require proficiency to use.

Base Enhancements

Increase Spell Length 1 SP per Round increase

Increase Dice Value 2 SP, + 1 SP per increase (from d3 to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 3 SP, + 2 SP per increase (from 1d to 2d, to 3d, etc.)

Base Cost 3 SP – Choose Piercing, Slashing, or Bludgeoning. The target gains a natural ranged weapon that deals 1d3 damage of the selected damage for 3 rounds, with a range increment of 10 feet. Natural weapons do not require proficiency to use.

Base Enhancements

Increase Spell Length 1 SP per round increase

Increase Dice Value 2 SP, + 1 SP per increase (from d3 to d4, to d6, to d8, to d10, to d12)

Increase Dice Number 3 SP, + 2 SP per increase (from 1d to 2d, to 3d, etc.)

Increase Range Increment 2 SP per increase (increases the range increment an additional 5')

Base Cost 5 SP – The target heals at the rate of 1 HP per round for 3 rounds. This spell will always heal CHP before it heals XHP. This spell does not restore hit points lost to starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach severed body parts. This spell also does not stop bleeding.

Base Enhancements

Increase Rate 3 SP, + 1SP per increase (increases rate of healing per round by 1)

Increase Spell Length 2 SP per round increase

Base Cost 8 SP – Choose Neurotoxin, Dendrotoxin, or Cardiotoxin. The target gains the glands to produce the selected poison and can inject the poison through a non-lethal, non damaging bite which must be accomplished after a successful grapple attack. Any target with natural weapons can, on a successful attack, also poison the target in addition to the natural weapon's damage. The effect last as long as the ability to poison last, and ability last for 3 rounds. A character can only have one active poison at a time.

Type	Damage
Neurotoxin	1d2 CON / 1d4 CON
Dendrotoxin	1d4 DEX / 1d8 DEX
Cardiotoxin	1d4 STR / 1d8 STR

The Fortitude Saving Throw against poison has a TN equal to [TN8] A successful Saving Throw negates the damage.

Base Enhancements

Increase Saving Throw 2 SP, +2SP per increase [increases Save TN by 1]

Increase Spell Length 1 SP per round increase.

Target Enhancements

Area Attack 2 SP – Changes the spell from a touch attack to an area attack that has a blast radius of 5', and a target range of 10' from the user. All targets within the blast radius are affected.

Increase Blast Radius 2 SP, + 1 SP per 5' range increase.

Increase Range 1 SP, + 1 SP per 5' range increase

Line Area Attack 1 SP – Allows the spell to be cast as a line instead of a blast, the line being three times as long as the blast radius. All targets within the blast radius are affected. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 3 SP – Changes the spell from a touch attack to a cone blast attack with a range of 10'. All targets within the blast radius are affected.

Increase Range 2 SP, + 1 SP per 5' range increase

Ray Attack 1 SP – Changes the spell from a touch attack to a ranged touch attack with a range increment of 15'.

Increase Range Increment 1 SP, + 1 SP per 5' range increment increase.

Transmutation Ingots and the Ingot Groups

Ingots are units of measurement for transmutation. They have no defined shape, but they do have a defined volume. A mage can define the shape of the ingot, so as long as it is a single connected shape that fits into the size category that the ingot is. Mages often shape their ingots according to their personality.

Ingot Size	Weight ¹	# for a medium ingot
Fine	0.1	16
Diminutive	0.2	8
Tiny	0.5	4
Small	1.0	2
Medium	2.0	1
Large	4.0	½
Huge	8.0	¼
Gigantic	16.0	1/8
Colossal	32.0	1/16

Table 3: Ingot Sizes and Weights

¹ This is the general weight of ingots. Certain materials may double, or half this value.

Items	Materials gained
Smartphone	1 Tiny plastic ingot, 1 Tiny glass ingot, and 1 Fine copper ingot
8 fl oz glass or mug	1 Small glass ingot
Manhole Cover	1 Large iron ingot
Small Kitchen Appliance (Microwave, Toaster, etc)	1 Medium plastic ingot, 1 Small glass ingot, 1 Diminutive copper ingot, and 1 Tiny aluminum ingot
Large Kitchen Appliance (Oven, Dishwasher, etc)	1 Huge aluminum or steel ingot, 1 Small plastic ingot, and 1 Medium copper ingot
Small Creature	1 Medium flesh ingot and 1 Small bone ingot
Medium Creature	1 Large flesh ingot and 1 medium bone ingot
Handguns (Depending on size)	1 Diminutive to Small steel ingot, 1 Fine plastic or wood ingot, and 1 Small plastic or steel ingot
Longarms	1 Large steel ingot, 1 Small aluminum ingot and 1 Tiny plastic or wood ingot
Street Light Post	2 Colossal aluminum or steel ingots or 1 Colossal iron ingot and 1 Large copper ingot
Telephone Pole	4 Huge wood ingots
Full Size Car	3 Colossal steel, aluminum or iron ingots, 1 Huge glass ingot, 4 Gigantic aluminum, steel or iron ingots, 4 Fine copper ingots, 4 Large glass ingots, 1 Medium aluminum, steel or iron ingot, 4 Small Aluminum ingots, 4 Medium steel ingots, 4 Medium to Huge rubber ingots, 1 Medium plastic ingot, and 1 Small lead ingot
Wooden Office Desk	2 Large wood ingots and 2 Small wood ingots

Table 4: Common Items and Ingot Yield

Organic Group

The organic group focus on minerals and substances that are alive or once were alive.

Wood Ingot Encompasses all various types of woods, from the light balsa to the solid, dense Ebony. It also encompasses things such as leaves, plants, as well as the life giving liquid, water, and its various forms. Weapons and ammunition transmuted from wood ingots have the following modifiers. Hardwood is good for bludgeoning weapons, because of its density and weight, but is very poor at holding a point or edge, while softwoods are better at flexing and making bows.

Hardwoods

Bludgeoning +1 damage
Piercing -2 damage
Slashing -5 damage
Ranged +2 to all strength requirements per bow
Piercing Ammo +1 damage
Bludgeoning Ammo -2 damage

Softwoods

Bludgeoning Standard stats
Piercing -4 damage
Slashing -8 damage
Ranged Standard bow statistics
Piercing Ammo Standard stats
Bludgeoning Ammo -3 damage

Bone Ingot Encompasses osseous tissue from animals as well as chitin from insects and insectoid like creatures. Bone ingots make very good piercing weapons, as bone can hold a decent point, but make poor slashing or bludgeoning weapons.

Bone

Bludgeoning -6 damage
Piercing Standard damage
Slashing -4 damage
Piercing Ammo Standard damage
Bludgeoning Ammo -1 damage

Flesh Ingot Encompasses soft tissue, such as skin, muscles and organs, as well as blood vessels, sinew, and fat. Weapons and ammunition made from flesh are terrible, as they are too soft to cause any real damage, even non-lethal, not heavy or solid enough to be used as ammunition, and is impossible to hold any kind of edge. Flesh does have use supplemental use, as flexible parts of other equipment, such as the strings to bows, or to make thin, strong tripwires or to fix two items together.

Flesh

Bludgeoning No damage
Piercing No damage
Slashing No damage
Piercing Ammo No damage
Bludgeoning Ammo No damage

Stone Group

Stone group is a group of ingots of naturally occurring solid aggregate of minerals and mineraloids

Crystal Ingot Encompasses solid material whose molecules are arranged in an ordered pattern in three dimensional shape. Because of this, they can be shaped well to make very sharp blades and points, but they're harder to transmute because of their rigid structure. All transmutation spells containing crystal ingots have a +2 SP cost to the base cost and a +1 to the SP cost to increase length, potency, or ingot size.

Crystal

Bludgeoning -2 damage
Piercing +1 damage
Slashing +2 damage
Ballistic -5 damage, ½ normal range increment (rounded up)

Glass Ingot Glass ingots are quite self explanatory: They are Ingots that involve various types of glass, as well as sand and silica, and even Glassteel. Glass, while being fragile, is extremely sharp, and slashing and piercing weapons made out of glass are extremely dangerous.

Glass

Bludgeoning Standard stats, 85% chance to break with each attack
Piercing +4 damage, 50% chance to break with each attack
Slashing +5 damage, 40% chance to break with each attack
Piercing Ammo +4 damage, breaks immediately after use

Glassteel

Piercing +4 damage
Slashing +5 damage
Piercing Ammo +4 damage

Rock Ingot Contains igneous rock, which are rocks formed through the cooling and solidification of magma or lava, sedimentary, which are rocks formed by the deposition of material at the Earth's surface and within bodies of water, and metamorphic, which is a metamorphosis of the two previous rocks. Rocks make good bludgeoning weapons because of their weight, but at the same time, are problematic because of their weight. Rock ingots are double the normal weight.

Rock

Bludgeoning +5 Damage, increase the weight by 4x
Piercing -1 Damage, increase the weight by 3x
Slashing -3 Damage, increase the weight by 3x
Bludgeon Ammo +2 Damage, increase the weight by 2x

Metal Group

The metal group is a group of ingots who are good conductors of both heat and electricity. They include both pure metals and alloys, which are metal mixtures.

Base Metal Ingot Metals that corrode or oxidizes relatively easily. The most common examples include iron, nickel, zinc, lead and copper. These ingots also include their alloys, such as brass, steel, and bronze. Unlike most ingot groups, each block's materials gives different effects. Below are some common alloys and metals and their effects. Base Metal ingots are double the normal weight.

Iron

Bludgeoning +1 damage, increase weight by 2x
Piercing +1 damage, increase weight by 2x
Slashing -4 damage, increase weight by 2x
Piercing Ammo +1 damage, increase weight by 2x
Bludgeoning Ammo -1 damage, increase weight by 2x
Ballistic Ammo -3 damage in cased, -2 damage in shelled

Lead

Bludgeoning Ammo Standard damage
Ballistic Ammo Standard damage in cased and shelled

Copper

Bludgeoning -2 damage
Piercing -1 damage
Slashing -1 damage
Piercing Ammo Standard damage
Bludgeoning Ammo Standard damage
Ballistic Ammo +3 damage in cased, +1 damage in shelled

Steel

Bludgeoning Standard damage
Piercing Standard damage
Slashing Standard damage
Piercing Ammo Standard damage
Bludgeoning Ammo Standard damage
Ballistic Ammo +3 damage in cased, standard damage in shelled

Brass

Piercing Ammo +2 damage
Bludgeoning Ammo Standard damage
Ballistic Ammo -3 damage in cased, -1 damage in shelled

Adamantine

Bludgeoning +3 damage
Piercing +3 damage
Slashing +3 damage

Evokalloys

Bludgeoning Standard damage
Piercing Standard damage
Slashing Standard damage
Piercing Ammo Standard damage
Bludgeoning Ammo Standard damage

Precious Metal Ingot Ingots of precious metals, prized for their luster, lack of reactivity, and rareness, as well as certain mystical properties. Precious metals include gold, silver, platinum and pure aluminum. Like base metals, the different substances have different effects. Precious Metal ingots are double the normal weight.

Platinum

+3 SP to base transmute cost
Piercing Ammo Standard damage
Bludgeoning Ammo Standard damage
Ballistic Ammo Standard damage in cased and shelled

Gold

Piercing Ammo -5 damage
Bludgeoning Ammo -5 damage
Ballistic Ammo -8 damage in cased, -9 damage in shelled

Aluminum

Bludgeoning -6 damage, weight decrease by ½
Piercing Standard damage, weight decrease by ½
Slashing -9 damage, weight decrease by ½
Piercing Ammo -4 damage
Bludgeoning Ammo -6 damage
Ballistic Ammo -10 damage in cased, -8 damage in shelled

Mithril

Bludgeoning Standard damage
Piercing Standard damage
Slashing Standard damage

Elemetal

+5 SP to base transmute cost
Bludgeoning Standard damage
Piercing Standard damage
Slashing Standard damage

Polymer Group

Polymer group is a group of ingots that include both man-made and naturally occurring polymers.

Plastic Ingot Includes materials of any synthetic and semi-synthetic, moldable solids. They are typically found everywhere, from children's toys to multi-billion dollar machinery. They are usually derived from petroleum. Plastic ingots are half the normal weight.

Plastic

Bludgeoning Standard damage
Piercing -2 damage
Piercing Ammo Non-lethal damage only
Bludgeoning Ammo Non-lethal damage only
Ballistic Ammo Non-lethal damage in cased and shelled

Rubber Ingot Includes both natural and synthetic rubber, as well as rubberized plastics. Rubber is waterproof, and moldable, as well as expandable and elastic, making it good for handles, grips, as well as things like balls and gaskets. Because of its elastic nature, it tends to bounce off of objects and stretch, rather than punch through. Rubber ingots are half the normal weight.

Rubber

Bludgeoning Non-lethal damage only
Piercing Ammo Non-lethal damage only
Bludgeoning Ammo Non-lethal damage only
Ballistic Ammo Non-lethal damage in cased and shelled

Recipes for Weapons and Ammunition

This list is a recipe list for making and deconstructing weapons.

Simple Weapons

Brass Knuckles Tiny ingot
Push Blade Tiny ingot for the handle and a Tiny ingot for the blade
Field Knife Tiny ingot for handle and a Medium ingot for the blade
Survival Knife Tiny ingot for handle and a Small ingot for the blade
Combat Knife Tiny ingot for handle and a Small ingot for the blade
Pocket Knife Small ingot for the handle and a Tiny ingot for the blade
Escape Knife Diminutive ingot for the handle and a Tiny ingot for the blade
Kukri Tiny ingot for handle and two Tiny ingots for the blade
Karambit Tiny ingot for handle and a Small ingot for the blade
Light Club Medium ingot
Medium Club Large ingot
Heavy Club Huge ingot
Tool Hammer Small ingot for the handle and a Small ingot for the head
Sledgehammer Large ingot for the handle and a Small ingot for the blade
Riot Shield/Plastic Combat Shield Large ingot for the shield, and a Small ingot for the handle
Entry Shield Huge ingot for the shield and a Small ingot for the handle.
Wrist Wraps Small wood or plastic ingot
Syringe Knife Tiny ingot for handle, a Small ingot for the blade, and a Small polymer or glass ingot for the syringe.
Light Combat Shield Three Small ingot for the shield, and a Small ingot for the handle
Heavy Combat Shield Two Large ingots for the shield, and a Small ingot for the handle
Slingshot One small ingot for the handle, and one tiny rubber or flesh ingot for the strap
Aetherwand Small ingot
Aetherrod Medium ingot
Aetherstave Large ingot

Archaic Weapons

Battleaxe Large ingot for the head and a Medium ingot for the handle
Broadaxe Large ingot for the head and a Small ingot for the handle
Hand Axe Medium ingot for the head and a Small ingot for the handle

Shortsword Large ingot for the blade and a Small ingot for the handle
Bastard Sword Two Large ingots for the blade and a Medium ingot for the handle
Broadsword Two Large ingots for the blade and a Small ingot for the handle
Longsword Two Large ingots for the blade and a Medium ingot for the handle
Great Sword Three Large ingots for the blade, and two Medium ingots for the handle
Khepesh Five Small ingots for the blade and a Medium ingot for the handle
Maquahuitl Two Large wood ingots for the holder, three Small crystal ingots for the blade, and a Small ingot for the handle
Rapier Large ingot for blade and a Small ingot for the handle
Sabre Large ingot for blade and a Small ingot for the handle
Cutlass Medium ingot for blade and a Small ingot for the handle
Parrying Dagger Tiny ingot for handle and a Small ingot for the blade
Sai/Jitte Small ingot for the handle and Small ingot for the blade
Long Staff Four Large ingots
Quarterstaff Three Large ingots
Short Staff Two Large ingots
Long Spear Three Large ingots for the handle, and a Medium ingot for the blade
Short Spear Two Large ingots for the handle, and a Medium ingot for the blade
Heavy Mace Two Large ingots for the contact, and a Medium ingot for the handle
Light Mace Large ingot for the contact, and a Medium ingot for the handle
Flail Two Large ingots for the ball, Three Small ingots for the chain, and a Medium ingot for the handle
Light Pick Three Small ingots for the contact, and a Medium ingot for the handle
Heavy Pick Four Small ingots for the contact, and a Medium ingot for the handle
Kama One Large ingot for the blade, and a Medium ingot for the handle
Halberd Three Large ingots for the handle, and a Medium ingot for the blade
Light Recurve Bow Two Large ingots for the length and a tiny flesh or rubber ingot for the string.
Medium Recurve Bow Two Large ingots for the length and two tiny flesh or rubber ingots for the string.
Heavy Recurve Bow Two Large ingots for the length and a Small flesh or rubber ingot for the string.
Super Heavy Recurve Bow Two Large ingots for the length and a Medium flesh or rubber ingot for the string.
Dreadnought Recurve Bow Two Large ingots for the length and two Medium flesh or rubber ingots for the string.
Juggernaut Recurve Bow Two Large ingots for the length and three Medium flesh or rubber ingots for the string.
Bull Whip Four small ingots
Weighted Chain Five Small ingots for the chain, two Medium ingots for the weights
Whip Chain Three Small ingots
Nunchaku Two Medium ingots for the handle, and a Small ingot for the chain
Three Section Staff Six Large ingots for the staffs, and two Small ingots for the chain

Exotic Weapons

Garrote One Small ingot

Thrown Weapons

Brick Small ingot. No transmutation required

Bolas Three Small ingots for the weights, and three Medium wood, plastic, flesh, or base metal ingots for the chain/rope

Light Boomerang Small wood or plastic ingot

Medium Boomerang Medium wood or plastic ingot

Heavy Boomerang Large wood or plastic ingot

Javelin Two Large ingots for the handle, and a Medium ingot for the blade

Throwing Axe Medium ingot for the head and a Small ingot for the handle

Throwing Knives/Stars Tiny ingot for the blade

Giant Throwing Star Large ingot for the blade

Glave Small ingot for the blade

Black Powder Weapons

Matchlock Pistol Small wood or polymer ingot for the handle, a tiny wood ingot for the match, and a Medium metal ingot for the barrel and body.

Double Barrel Matchlock Pistol Small wood or polymer ingot for the handle, a tiny wood ingot for the match, and two Medium metal ingots for the barrel and body.

Matchlock Carbine Two Large wood or polymer ingots for the handle, a tiny wood ingot for the match, and two Large metal ingots for the barrel and body.

Matchlock Musket Two Large wood or polymer ingots for the handle, a tiny wood ingot for the match, and three Large metal ingots for the barrel and body.

Flintlock Pistol Small wood or polymer ingot for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and a Medium metal ingot for the barrel and body

Double Barrel Flintlock Pistol Small wood or polymer ingot for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and two Medium metal ingots for the barrel and body

Flintlock Pistol, Rifled Small wood or polymer ingot for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and a Large metal ingot for the barrel and body

Double Barrel Flintlock Pistol, Rifled Small wood or polymer ingot for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and two Medium metal ingots for the barrel and body

Flintlock Carbine Musket Two Large wood or polymer ingots for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and two Large metal ingots for the barrel and body

Flintlock Carbine, Rifled Two Large wood or polymer ingots for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and three Large metal ingots for the barrel and body

Flintlock Musket Two Large wood or polymer ingots for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and three Large metal ingots for the barrel and body

Flintlock Musket, Rifled Two Large wood or polymer ingots for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and four Large metal ingots for the barrel and body

Blunderbuss Pistol Small wood or polymer ingot for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and a Large metal ingot for the barrel and body

Blunderbuss Two Large wood or polymer ingots for the handle, a Diminutive metal or stone ingot or for the flint/sparker, and four Large metal ingots for the barrel and body

Single Barrel Muzzleloading Pistol Small wood or polymer ingot for the handle, a tiny metal ingot or for the striker, and a Large metal ingot for the barrel and body

Double Barrel Muzzleloading Pistol Small wood or polymer ingot for the handle, a tiny metal ingot or for the striker, and two Large metal ingots for the barrel and body

Single Barrel Muzzleloading Carbine Two Large wood or polymer ingots for the handle, a tiny metal ingot or for the striker, and three Large metal ingots for the barrel and body

Single Barrel Muzzleloading Rifle Two Large wood or polymer ingots for the handle, a tiny metal ingot or for the striker, and four Large metal ingots for the barrel and body

Double Barrel Muzzleloading Carbine Two Large wood or polymer ingots for the handle, a tiny metal ingot or for the striker, and six Large metal ingots for the barrel and body

Double Barrel Muzzleloading Rifle Two Large wood or polymer ingots for the handle, a tiny metal ingot or for the striker, and eight Large metal ingots for the barrel and body

Ammunition

Black Powder and Slingshot Projectiles Fine ingot or larger. One fine ingot makes 4 projectiles, and larger ingots will make more, depending on how many fine ingots it takes to make up the current ingot size.

Crossbow Bolts and Arrows Tiny wood or polymer ingot for the shaft and a fine ingot for the head. This makes a single bolt or arrow.

Spinfusor Blades Small metal or precious metal ingot. This makes a single blade.

Example Spells

Concept of Creation

- **Cost** 5 Transmutation SP, Ingot Manipulation subschool
- **Time** 5 minutes to scribe
- **Effect** Turns an unattended Small or smaller object into sectioned off ingots of raw material. Touch attack, permanent.
- **Cost Breakdown** Base cost 2 SP, increase item size 1+2 SP

Rip and Tear

- **Cost** 5 Transmutation SP, Weapon Manipulation subschool
- **Time** 5 minutes to scribe
- **Effect** Grants the jagged upgrade to a melee weapon. Touch attack, lasts for 1 round.
- **Cost Breakdown** Base cost 1 SP, jagged 4 SP

Wax On

- **Cost** 5 Transmutation SP, Terrain Manipulation subschool
- **Time** 5 minutes to scribe
- **Effect** Greases a 5' square, any creature moving through the terrain must make a [TN12] Reflex Saving Throw or be knocked prone. Ranged touch attack, 15' range increment, lasts for 5 rounds.
- **Cost Breakdown** Base cost 1 SP, grease terrain 2 SP, ray attack 1 SP

Hedgehog's Dilemma

- **Cost** 5 Transmutation SP, Animate subschool
- **Time** 5 minutes to scribe
- **Effect** Grants a natural melee weapon that deals 1d3 Piercing damage. Touch attack, lasts for 5 rounds.
- **Cost Breakdown** Base cost 3 SP, increase spell length 2 SP

Accumulated Years

- **Cost** 10 Transmutation SP, Ingot Manipulation subschool
- **Time** 20 minutes to scribe
- **Effect** Transmutes Metal Group ingots into a Sword. Touch attack, lasts for 1 minute.
- **Cost Breakdown** Base cost 2 SP, specific ingot categories 4 SP, weapon categories 4 SP

Monster Insurance

- **Cost** 10 Transmutation SP, Weapon Manipulation subschool
- **Time** 20 minutes to scribe
- **Effect** Grants the silvered upgrade to a melee weapon, using one silver ingot of equal size to the weapon. Ranged touch attack, 15' range increment, lasts for 5 rounds.
- **Cost Breakdown** Base cost 1 SP, Silvered 3 SP, increase spell length 1+4 SP, ray attack 1 SP

Wax Off

- **Cost** 10 Transmutation SP, Terrain Manipulation subschool
- **Time** 20 minutes to scribe
- **Effect** Glues a 5' square, any creature moving through the terrain must make a [TN14] Reflex Saving Throw or be stuck and flat footed. For 8 combat points they can make a [TN20] Athletics or [TN25] Acrobatics check to free themselves. Ranged touch attack, 15' range increment, lasts for 2 rounds.
- **Cost Breakdown** Base cost 1 SP, glue terrain 3 SP, increase spell length 1+1 SP, increase save 1+2 SP, ray attack 1 SP

Berserker

- **Cost** 10 Transmutation SP, Animate subschool
- **Time** 20 minutes to scribe
- **Effect** Grants a +2 bonus to the target's STR score. Touch attack, lasts for 3 rounds.
- **Cost Breakdown** Base cost 2 SP, increase spell length 1 SP, increase spell potency 5+2 SP

I Have No Regrets

- **Cost** 20 Transmutation SP, Ingot Manipulation subschool
- **Time** 100 minutes to scribe
- **Effect** Turns any unattended Huge or smaller objects into sectioned off ingots of raw material. 30' burst radius, 10' range increment, permanent.
- **Cost Breakdown** Base cost 2 SP, increase item size 1+8 SP, area attack 2 SP, increase blast radius 2+5 SP

Nice Knife

- **Cost** 20 Transmutation SP, Weapon Manipulation subschool
- **Time** 100 minutes to scribe
- **Effect** Unbalances a weapon and imposes a -4 attack penalty. Touch attack, lasts for 1 round.
- **Cost Breakdown** Base cost 1 SP, unbalance weapon 6 SP, increase spell potency 1+12 SP

Sweep the Leg

- **Cost** 20 Transmutation SP, Terrain Manipulation subschool
- **Time** 100 minutes to scribe
- **Effect** Creates spike terrain, dealing 1d3 piercing damage that ignores armor to any creatures moving through it. Cone blast, 25' range, lasts for 7 rounds.
- **Cost Breakdown** Base cost 1 SP, spike terrain 4 SP, increase spell length 1+6 SP, cone attack 3 SP, increase range 2+3 SP

S²

- **Cost** 20 Transmutation SP, Animate subschool
- **Time** 100 minutes to scribe
- **Effect** Target heals 9 HP per round, healing CHP before XHP. Does not offset starvation, thirst, suffocation, nor does it regrow or attack severed body parts. Touch attack, lasts for 5 rounds.
- **Cost Breakdown** Base cost 5 SP, increase rate 3+8 SP, increase spell length 4 SP

This is the Only Path

- **Cost** 26 Transmutation SP, Ingot Manipulation subschool
- **Time** 130 minutes to scribe
- **Effect** Transmutes any ingots into Swords. 30' burst radius, 10' range increment, lasts for 2 minutes.
- **Cost Breakdown** Base cost 2 SP, increase spell length 1+1 SP, any ingot 9 SP, weapon categories 4 SP, area attack 2 SP, increase blast radius 2+5 SP

Chapter IV

Psionics

Psionics is the manipulation of the world through mental power as opposed to magecraft. Psions draw their power from their minds, their bodies, invoking and unlocking unleashed mental energy, as opposed to magecraft, which invokes the world through mathematics, and Invokers, who use words to manipulate the world.

Psionics is split into five separate focuses, each with its own definitive way of producing effects from the mental energy that exists within them.

The Psionics skills are focused skills for all characters.

Psionics (WIS)

You are skilled at using your mind to affect either yourself or the world around you.

This skill encompasses seven categories, each of them treated as a separate skill: Fluid Dynamics, Plasma Dynamics, Telekinesis, Telepathy, and Psychometabolism

A Psion, like a Mage, uses Mental Limit. Unlike mages, Psions may use their abilities as long as they are conscious, and can afford the Combat Point cost to use their abilities, but they must meditate for 8 hours and prepare their mind for use. After this initial meditation, it only takes 1 hour a day to maintain this meditation. If this meditation is not maintained, then a Psion must spend 8 hours meditating and gaining focus over again. Psionics requires Mental Limit to use, and costs **(2xCharacter Level)+25**. Psions unable to provide this Mental Limit cost can not use their powers. When a Psion would like to clear their mind and their Mental Limit, they may meditate for 1 hour to do as such, freeing their mind of the Mental Limit cost.

Psions may use their powers at will, with no need to prepare recipes like Invokers, or spells like Mages. Psionic Points are PP, and a character can use a power with enhancements up to the Skill modifier in that particular power that they have.

Psionics (Fluid Dynamics) Trained Only

This skill allows a character to control liquids and gasses using mental energy. Fluid Dynamics focuses on manipulating liquids and gasses, usually water and air, for both offensive and defensive means. The fluid in question must be accessible, and not in a solid body, such as in a jar, or blood flowing within a person. The fluid must be able to flow freely, similarly to water.

Fluid dynamics have a pool of liquid that they have readily available, in which they use for attacks and to create defenses. Because of this, they have a limited amount of resources that they can use. The resources can be recycled, however, and used again, as long as they are maintained. The fluid used is very important, and while a psion can have multiple pools of liquid of multiple types, these are considered separate pools and can not be mixed.

When using any blast attack, all characters caught in the area can attempt a Reflex Saving Throw [TN15 + (Psionics (Fluid Dynamics) Rank + WIS Modifier)] to reduce the damage of the effect by half.

All Fluid Dynamics attacks are standard ranged attacks and require attack rolls like all ranged weapons.

Fluid Sense

1 PP – A character can sense the location of any source of liquid more than 8 units, within a 100' radius of the character.

Wind Gust

1 PP – Creates a small breeze in any direction, up to 10' from the character.

Fluid Suspension

3 PP – Suspend up to 8 units of liquid in the air that is within a 25' radius of the character. This liquid continues to float and swirl around them, and is the pool of fluid that is drawn from when using liquid for attacks and defense. This power lasts until canceled.

Base Enhancements

Increase Potency 4 PP per each additional 8 units. The potency that is increased must be of the same kind of fluid that was originally used.

Fluid Shield

4 PP – Grants the psion DR3/Ballistic. This power uses 8 units of liquid and lasts for 1 round.

Base Enhancements

Increase Defense 2 PP per increase (adds an additional DR3/Ballistic and uses an additional 8 units of liquid per increase. If the Psion does not have enough additional 8 units of liquid suspended, they can not take benefit from this increase.)

Increase Time 2 PP per each additional round.

Fluid Tendril

3 PP – The Psion flings a tendril of liquid at a target up to 20' away from the psion, for 2d4 bludgeoning damage. This power uses 8 units of liquid.

Base Enhancements

Increase Force 2PP per increase (adds 2d4 bludgeoning damage to the tendril attack and uses an additional 8 units of liquid per increase. If the Psion does not have enough additional units of liquid suspended, they can not take benefit from this increase.)

Increase Range 1 PP per 5' range increase.

Solid Manipulation

10 PP – The Psion converts frozen fluid to liquid to suspend it, that is within a 25' radius of the character. The solid in question must have a freezing point at or lower than 0°C/32°F. A psion can convert any amount of any solid under 24 pounds for one use of the power, but needs to convert at least 8 pounds of the solid in order to suspend 8 units for use. This change is permanent. The psion can also convert any liquid they are currently suspending to a solid, with the conversion of 1 unit of liquid being equal to a single pound. The solid in question must have a freezing point at or lower than 0°C/32°F. This change lasts 1 round, after which the solid begins to turn back into a liquid, unless the psion actively maintains the change.

Gas Manipulation

14 PP – The Psion pulls a gas out of the atmosphere, that is within a 25' radius of the character, and converts it to a liquid to suspend it, so long as it has a boiling point at or above 100°C/212°F. It takes a full round (including the Combat Points used to activate this power) to draw a 8 units of liquid from the atmosphere. This change is permanent. The most common gas is steam, converting to water, but any gas that has a liquid form can be used. The Psion can also convert a liquid into a gas, so as long as it has a boiling point at or above 100°C/212°F. This change lasts 1 round, which after the gas turns back to a liquid, unless the psion actively maintains the change.

Wind Burst

4 PP – Creates a burst of wind that has a blast radius of 10'. Any creature caught in the blast must make a Reflex Saving Throw [TN15 + (Psionics (Fluid Dynamics) Rank + WIS Modifier)] or be knocked prone. This power has a 25' range and also clears any smoke, tear gas, or chemical irritant in the affected area.

Base Enhancements

Damaging Blast 3 PP per increase (adds 1d6 concussion damage per increase)

Increase Blast Radius 1 PP, + 1 PP per 5' radius increase

Increase Range 1 PP per 5' range increase

Fluid Trap

11 PP – The Psion uses their powers to ensnare any creature in tendrils of liquid. The psion first prepares by using 8 units of suspended liquid to fill a 5' square that is no farther than 40' from them. When any creature enters the square with the liquid, the psion may immediately launch the trap for no Combat Points and the creature must make a Reflex Saving Throw [TN14 + (Psionics (Fluid Dynamics) Rank + WIS Modifier)], or be considered entangled. This power uses 8 units of fluid per square, and the Psion can plant as many squares of fluid as they currently have suspended. The psion can not plant a fluid trap in a space occupied by any creature currently.

Fluid Jet

15 PP – The Psion uses their powers to fire a focused, high pressure jet of liquid at a single target up to 30' away from them, for 3d8 piercing damage. This power uses 8 units of liquid.

Base Enhancements

Increase Force 2PP per increase (adds 3d8 piercing damage to the attack and uses an additional 8 units of liquid per increase. If the psion does not have enough additional units of fluid suspended, they can not take benefit from this increase.)

Increase Range 1 PP per 5' range increase.

Fluid Movement

14 PP – The psion uses their powers to glide and push themselves through fluid at a greatly increased speed. When swimming, or submerged, the psion does not have to make Athletics checks to swim, and can hold their breath when underwater for twice the amount of time normally. A character may activate this power to

walk on fluid as if it were a solid surface, moving the normal speed for walking or running. A character may not crouch or go prone on any kind of fluid using this power. This power lasts until canceled.

Wind Jump

15 PP – Use the wind and the currents to lift the character off the ground, flying up to 20' high from the ground they jumped from. The character may fly at 5' per 2 Combat Points, and must use Combat Points every round to activate this power and continue flying. If the character chooses not to renew, they immediately plummet back to the earth and take any fall damage, if applicable.

Psionics (Plasma Dynamics) Trained Only

This skill allows a character to control fire using mental energy. Psions can create a pilot light, that can be used for their plasma dynamic powers. Creating this pilot light cost no Combat Points, but does no damage.

Any creature or flammable object that takes more than 5 points of fire damage from a plasma dynamic attack immediately catches on fire, taking 1d6 points of Fire damage each subsequent round until the flames are extinguished.

All Plasma Dynamics attacks are standard ranged attacks and require attack rolls like all ranged weapons unless otherwise noted.

Control Flame

1 PP – The psion takes possession of any one fire source within 20' and uses it for their attacks. They may also use this flame for any utility, such as lighting things that are within their square.

Guide Flame

3 PP – The psion takes possession of any and all fire sources within 65' and uses it for their attacks. They may also use this flame for any utility, such as lighting things that are within 20' of them, or extinguish the flames as they see fit.

Fire Strike

4 PP – The psion ignites their weapon, readying it to be used when they make an attack with it. The psion may ignite any Small or smaller melee weapon, crossbow, bow, or slingshot ammunition with fire. This grants a 1d3 fire damage bonus to all attacks made with the weapon. A psion may not ignite a psiblade or plasmablade. This power lasts for 1 round.

Base Enhancements

Increase Force 3 PP per increase (adds an additional 1d3 fire damage to the weapon per increase)

Increase Size 2 PP per size increase (from Small to Medium, to Large, to Huge, etc.)

Increase Time 2 PP per round

Fireball

5 PP – The psion flings a fireball at a single enemy within 25' for 1d10 points of fire damage. This is a ranged touch attack.

Base Enhancements

Increase Force 4 PP per increase (adds an additional 1d10 fire damage to the attack per increase)

Increase Range 1 PP per 5' range increase

Fire Blast

6 PP – The psion flings a blast of fire with a 10' blast radius at any square within 25' for 2d10 points of fire damage. All targets caught in the blast can make a Reflex Saving Throw [TN12 + (Psionics (Plasma Dynamics) Rank + WIS Modifier)], to reduce the damage of the effect by half. This is an area attack, with a Defense of 10.

Base Enhancements

Increase Force 4 PP per increase (adds an additional 1d10 fire damage to the attack per increase)

Increase Radius 5 PP per 5' radius increase

Increase Range 1 PP per 5' range increase

Flamethrower

10 PP – The psion fires a 5' wide, 15' long line of flame that deals 2d8 points of fire damage to all creatures and objects in its path. No attack roll is necessary. Any creature caught in the line of flame can make a Reflex Saving Throw [TN9 + (Psionics (Plasma Dynamics) Rank + WIS Modifier)] to take half damage.

Base Enhancements

Increase Length 4 PP per 5' range increase

Psionics (Telekinesis) Trained Only

This skill allows a character to move and manipulate objects with their mind, as well as lift and levitate, push and pull an object, and constrict and hold an object from moving.

Levitate

1 PP – The psion floats an object in the air that weighs 0.5 lb or less within 30 feet of them that is not be held, attached to, or possessed by any other creature at the time . The object can only float 5' above the ground and can not move otherwise.

Telekinetic Guidance

5 PP – The Psion can float an object in the air that weighs 5.0 lbs or less and is Huge or smaller within 30 feet of them that is not be held, attached to, or possessed by any other creature at the time and move it for 5 feet per 1 Combat Point. The psion uses Mental Limit to suspend an object, each object they suspend costing 5 ML per object they float. The psion can also use this power to perform a ranged attack within a 30 foot range increment, incurring the bonuses and penalties of a thrown weapon ranged attack. This attack can be performed immediately after the item is suspended, for 0 Combat Points. The range and distance for the object thrown is calcuated based on the item's original location. The size and weight of the object determining the dice size and amount. Using the object to attack frees the object from the psion's Mental Limit. They can also use this power to press buttons, flick switches, and manipulate other objects that require 5.0 lb or less of pressure to move and use, but they can not use this power to manipulate items to attack, such as swinging a sword or pulling a trigger.

Base Enhancements

Increase Force 1 PP per increase (manipulate an additional 2.0 lbs per increase)

Increase Range 1 PP per 5' radius increase (increases the attack and object acquisition range)

Item Weight	# of Dice	Item Size	Dice Size
0.1 - 1.0 lb.	1d	Fine	d2
1.1 - 2.0 lb.	2d	Diminutive	d3
2.1 - 5.0 lb.	3d	Tiny	d4
5.1 - 10.0 lb.	4d	Small	d6
10.1 - 15.0 lb.	5d	Medium	d8
15.1 - 20.0 lb.	6d	Large	d10
20.1 - 30.0 lb. or more	7d	Huge	d12

Table 5: Telekinesis, Suspend

Telekinetic Fling

5 PP – The psion flings an item that weighs 3.0 lb or less in any direction in a straight line for 10', which can include directly into their hand, if there is nothing obstructing the item's path and the psion has an empty hand. There is no reflex save for doing this. The object must be within 35' of the psion and must not be attached to, held, or possessed by any other creature at the time. The psion can aslo attempt to pull an object that weighs 3.0 lb or less from out of the hands of a creature. When using this power, treat it as a Disarm attempt, with the Psion using a WIS check in place of STR for their attack roll, and the object ends up 5' in front of the character

who it was pulled from. Only objects currently being held by a creature may be pulled. The creature and the object must both be within 35'. If any creature is in the path where the object will fly through and land, and has an empty hand, they may attempt to catch the object with a Reflex Saving Throw [TN18].

Base Enhancements

Increase Force 1 PP per increase (manipulate an additional 1.0 lb per increase).

Increase Push Range 1 PP per 5' increase (manipulate the object an additional 5' from the character it was pulled from per increase)

Increase Target Range 2 PP per 5' range increase

Kinetic Rush

8 PP – The Psion moves a single Medium sized or smaller creature within 10' of them, 5' in any direction. The target makes a Fortitude Saving Throw [TN9 + (Psionics (Telekinesis) Rank + WIS Modifier)] and if they fail, the psion moves them 5' in any direction. If they fail the Saving Throw by more than 5, they are also knocked prone. The target moves in a straight line.

Base Enhancements

Increase Force 3 PP per increase (Move the target an additional 5', per increase).

Increase Target Range 2 PP per 5' range increase

Psionics (Telepathy) Trained Only

Telepathy is the ability to transmit and receive information directly to the mind. Telepathy focuses on communicating purely mentally, as well as influence the mind to see what isn't there, and not to see what is there.

Telepathic Communication

1 PP – A Psion broadcasts their voice into the mind of creature who is considered Indifferent, Friendly, or Helpful to them. When broadcasting to anyone who is unfriendly or hostile, The target makes a Will Saving Throw [TN10 + (Psionics (Telepathy)) Modifier], and if failed, hear the broadcast. The target may disregard the message without penalty. The target must be within 50'.

Telepathic Link

5 PP – The Psion creates a link with a creature who is considered Indifferent, Friendly, or Helpful to them. Once the link is established, those linked may talk freely to one another in each other's mind. This power is not limited by the languages a character speaks. Every target must be within 50' of the telepath, and if they move beyond that distance, the link is severed and the telepath must reestablish the link. This power lasts until canceled.

Base Enhancements

Additional Mind 3PP per additional mind

Increase Range 1 PP per 10' range increase

Mind Sense

6 PP – The psion senses the minds of any sapient beings. A sapient being is any creature with an INT score of 3 or more. When activated, this power alerts the telepath to the location of all sapient beings within a 25' radius of them, but does not distinguish their hostility to the telepath. This power lasts for 1 round.

Mind Track

7 PP – The psion tracks a single sapient being. A sapient being is any creature with an INT score of 3 or more. When activated, this power allows a psion attempt to track the location of a single sapient being up to 40 feet away from their location. The target makes a [TN12 + (Psionics(Telepathy) Rank + WIS Modifier) Will Saving Throw, and if failed, the psion has successfully tracked them. The psion must know the location of the mind in order to attempt to track them. This power lasts for 6 rounds.

Base Enhancements

Additional Mind 3PP per additional mind

Increase Range 1 PP per 10' range increase

Mind Shield

6 PP – The Psion suppresses their mental presence, and shield themselves from mental attacks. The psion revives a +1 bonus to their Will Saving Throw against all telepathic attacks and powers. This power lasts for 1 round.

Base Enhancements

Increase Defense 1 PP per increase (Adds an additional +1 bonus to the Will Saving Throw per increase.)

Increase Time 2 PP per additional round.

Phantom Pain

7 PP – The Psion targets a single creature and cause them perceived pain. When activated, the psion targets a single creature they can see, within 25'. The target makes a Will Saving Throw [TN9 + (Psionics (Telepathy) Rank + WIS Modifier)], and if failed, the psion causes 2d8 non-lethal damage to the target.

Base Enhancements

Increase Force 4 PP per increase (Adds 2d8 non-lethal damage to the Phantom Pain attack per increase.)

Increase Range 1 PP per 5' range increase

Neurological Damage 18 PP Turns all phantom pain damage to lethal damage. Taking this enhancement doubles the cost of all other enhancements.

Shake Body

10 PP – The Psion touches a single creature and shakes their confidence in combat. When activated, the psion makes a ranged touch attack with a range increment of 20'. If successful, the target suffers a -1 penalty to all attacks for 1 round.

Base Enhancements

Increase Force 3 PP per increase (adds an additional -1 penalty to attack per increase.)

Increase Length 1 PP per each additional round

Increase Range Increment 1 PP per 5' range increment increase

Psionics (Psychometabolism) Trained Only

Psychometabolism focuses on improving one's body through mental focus, putting mind over matter and unlocking and enhancing their body using psionics, as well as teleportation.

Teleporting will always take the path of least resistance, and as such, will always choose to teleport through space without matter rather than try to go through it. If teleportation can end without ending up in an object, it will, closer to its original location than farther. All teleportation is in a straight line.

A character can not teleport to a location they can not locally perceive through their own unmodified senses. They must be able to comprehend their end location before teleporting to it.

Teleportation

2 PP – The Psion can teleport 5'. Moving in this manner does not grant a bonus to Defense.

Base Enhancements

Increase Range 2 PP per 5' range increase

Psyrunning

5 PP – The psion increases the gain of movement when running or walking. The psion can move an extra 5' per movement for the same Combat Points cost. This power lasts 1 round. This power may only be used when the character is wearing light or no armor or is not medium or heavily encumbered.

Example: *If the psion is walking, they can move 10' per 1 Combat Point.*

Base Enhancements

Increase Range 4 PP per 5' increase (Increases the gain of the movement by 5' per increase, to a maximum of 20')

Fast Healing

8 PP – The Psion increases their healing metabolic rate, causing them to heal damage at an extremely fast rate. The psion heals 1d2 CHP per round. This power lasts 1 round. The Psion can not raise their HP above their current maximum using this ability.

Base Enhancements

Increase Rate 4 PP per increase (adds an additional d2 per increase)

Increase Length 6 PP per each additional round

Psisense

6 PP – The psion enhances their cognizance of non-visual sensory cues, such as vibration, air pressure, scent, and hearing within 35'. The character takes $\frac{3}{4}$ of the penalty for not being able to see. Darkness and poor visibility reduce the character's Combat Point cost to move by three, instead of four. The character can also use scent, instead of sight, to perceive objects, if they have a scent, at a -4 penalty. This power lasts 1 round.

Base Enhancements

Increase Length 5 PP per each additional round

Chapter V

Incantations

Incantations are spoken words that are used to manipulate the world around them. Invokers, unlike mages, do not have to write their spells down, but they do have to recite them. What they recite, and how they recite it, are dependent on what incantation school they use. They may also use hand signals that represent the spoken words.

Incantations are split into five languages, that are used to create, and shape their incantations.

The Incantations skills are focused skills for all characters.

Incantations (CHA)

You are skilled at using your words to control the world around you through mysticism.

This skill encompasses several categories, each of them treated as a separate skill: Heirloom, Hex, Shadow Defense, Shadow Offense, Shadow Control, and Strike.

An Invoker, like a Mage and Psion, uses Mental Limit. Unlike mages, Invokers may use their abilities as long as they are conscious, and can afford the Combat Point cost to use their abilities. Invokers memorize recipes, which are strings of words that are used to cast incantations. Keeping a set of recipes has an ML cost of $(3 \times \text{CL}) + 3$. An Invoker may keep $((3 + \text{CHA Modifier}) \times \text{CL})$ recipes. When an Invoker casts an incantation, Mental Limit is used equal to the cost of the incantation. Invokers unable to provide this Mental Limit cost can not use their recipe. On the following turn, the Invoker's used Mental Limit is decreased by 10% of their total Mental Limit, rounded up. When an Invoker would like to clear their mind and their Mental Limit, they may meditate for 1 hour to do as such, freeing their mind of all Mental Limit cost. Although cants are languages, they are mostly useless for communication, as all cants lack nouns.

When creating a recipe, a character can use as many Incantation Points(IP) per incantation as they have total Skill Modifier in, plus any equipment or feats that may give them bonuses to Incantation Points.

To use Cants, the character first decides what Cant language, and then what dialect they decide to use. They then choose the effects, based on how many incantation points they can spend total. If the character has enough skill modifiers in the specified Cant, and a free recipe slot, then the character creates the recipe. Each recipe takes 5 minutes to create. Recipes may not be changed on the fly, but must be recreated in order to change.

Invokers speak their incantation by reciting the recipes from memory to draw the incantation out and use its effects. Because of this, the time it takes to cast is entirely dependent on how complex the incantation is.

IP cost	Time Taken
0	4 CP
1-4	5 CP
5-8	6 CP
9-10	7 CP
11-13	8 CP
14-16	9 CP
17+	10 CP

Table 6: Incantation Time Cost

Incantation (Heirloom) Trained Only

This skill encompasses using cants to access to heirloom traits, created by the Invoker masters that were passed down throughout the years.

Dialects

Speedsight Cant

This cant focuses on enhancing one's eyes to predict and gauge movements, making subtle movements to prepare to dodge or take the brunt of the attack.

Saving Sight

1 IP – Choose Reflex, Will, or Fortitude. The invoker has a +1 bonus to the chosen Saving Throw for 3 rounds.

Base Enhancements

Increase Incantation Length 6 IP per each round increase

Increase Incantation Potency 1 IP, +1 IP per each increase (+1 to the bonus per increase)

Dodging Sight

4 IP – The invoker has a +1 dodge bonus to DEF for 2 rounds. A condition that makes the character lose their DEX bonus to DEF also makes the character lose this dodge bonus.

Base Enhancements

Increase Incantation Length 8 IP per each round increase

Increase Incantation Potency 4 IP, +2 IP per each increase (+1 to the bonus per increase)

Detailsight Cant

This cant focuses on enhancing one's eyes to see and take in details that would otherwise be missed, as well as enhance sight to that beyond normal means.

Dark Sight

6 IP – Grants the Invoker Low-Light Vision, which is the ability to recognize color and read in near total darkness, and Darkvision, which is the ability to see in total darkness, but only in black and white. Both visions have a range of 50'. This incantation last for 30 seconds/5 rounds.

Base Enhancements

Increase Incantation Length 5 IP per each round increase

Search Sight

2 IP – Grants the invoker a +5 bonus to all Perception checks involving sight for 3 rounds.

Base Enhancements

Increase Incantation Length 3 IP per each round increase

Increase Incantation Potency 2 IP, +1 IP per each increase (+1 to the bonus per increase)

Accurate Sight

8 IP – Grants the Invoker +1 to their ranged attack bonus. This incantation lasts for 3 rounds.

Base Enhancements

Increase Incantation Length 4 IP per each round increase

Increase Incantation Potency 6 IP, +2 IP per each increase (+1 to the bonus per increase)

True Sight

14 IP – Grants the Invoker the ability to see things as the truly are. This includes Illusion spells and incantations that affect vision, but not transmuted objects. This incantation lasts for 1 round.

Base Enhancements

Increase Incantation Length 3 IP per each round increase

Teleportation Sight

18 IP – The Invoker switches places with any living creature within 20' of them that they can see. Any creature that is hostile can make a Will Saving Throw [TN (Incantation (Heirloom) Rank + CHA Modifier)] to resist this teleportation. The Invoker is teleported with all equipment, gear and clothing that they are wearing, and the target is also teleported with any equipment, gear and clothing they are wearing. They switch exact places and facings. Any effects that would be caused as if an enemy character moved within a threatened square would cause the effects to immediately trigger.

Base Enhancements

Increase Range 1 IP, +1 IP per 5' range increase

Weapon Cant

This cant focuses on using the ancient secrets of weapon focuses, and calling on them to either use weapons that one does not have proficiency in for a short time, or enhance the skill greatly for weapons one does have proficiency in, for a short time.

Bloodline Proficiency

7 IP – Grants the Invoker proficiency in a single weapon they choose, for 3 rounds. If the Invoker already has proficiency in this weapon, they gain a +3 attack bonus with the weapon they choose. For the purpose of feats, skills, and talents, this counts as being proficient in the weapon's use. This cant may only be used for melee weapons and thrown weapons. This cant may not be used on unarmed strike.

Base Enhancements

Increase Incantation Length 6 IP per each round increase

Increase Incantation Potency 3 IP, +1 IP per each increase (+1 to the bonus per increase)

Information Cant

Shadow Intellect

2 IP – Grants the Invoker a +1 bonus in a single Knowledge skill for 10 rounds.

Base Enhancements

Increase Incantation Length 1 IP per each round increase

Increase Incantation Potency 2 IP, +1 IP per each increase (+1 to the bonus per increase)

Incantation (Hex) Trained Only

This skill encompasses using one's shadow to afflict others and one's self, for positive and negative effects.

Dialects

Affliction Cant

This cant encompasses the invoker inflicting negative effects to others.

Crippling Hex

5 IP – The Invoker can target a single creature within 40', causing them temporary extremity damage to a single arm or leg, for 3 rounds.

Base Enhancements

Increase Incantation Length 6 IP per each round increase

Increase Incantation Potency 8 IP Allows the Invoker to target a single hand or foot with the incantation.

Unnerving Hex

8 IP – The Invoker can target a single creature within 20', causing them to become temporary Unnerved for 2 round.

Base Enhancements

Shaken 6 IP This changes the effect of the incantation to Shaken.

Rattled 5 IP This changes the effect of the incantation to Rattled, and requires the Shaken enhancement.

Blessing Cant

This cant encompasses the invoker inflicting positive effects to themselves and others.

Healing Hex

4 IP – The Invoker can target a single creature within 50' or themselves, granting them the ability to heal extremely fast. They gain 1 HP per round for 4 rounds. This incantation will always heal CHP before XHP.

Base Enhancements

Hex Clotting 8 IP This adds the effect of removing all bleed dice from the targeted creature.

Increase Incantation Length 4 IP per each round increase

Bolstering Hex

5 IP – The Invoker can target a single creature within 50' or themselves, healing them of any extremity damage in an arm or leg.

Base Enhancements

Increase Incantation Potency 4 IP Allows the Invoker to target a single hand or foot with the incantation.

Incantation (Shadow Defense) Trained Only

This skill encompasses using one's shadow for defensive means, such as defending from attacks.

Dialects

Shadow Movement Cant

This cant encompasses stepping into the shadows to render the invoker invisible to the normal eye, as well as blurring the invoker's true location.

Shadowstep

6 IP – Grants the Invoker invisibility, where they may move unseen for 1 round. Any enhanced sight, such as True Vision or thermal vision can be used to detect the Invoker. The Invoker is simply invisible, and any noise or scents that the invoker gives off will still be detected. The invoker can not perform any kind of attack, cast any spells or use any psionic powers while invisible. If they do, the effect is immediately terminated.

Base Enhancements

Increase Incantation Length 6 IP per each round increase

Blur

5 IP – The invoker's true location is blurred, giving them a 5% concealment for 2 round.

Base Enhancements

Increase Incantation Length 7 IP per each round increase

Increase Incantation Potency 1 IP, +1 IP per each increase (increase the concealment by 5%, to a maximum of 50%)

Shadow Defense Cant

This cant involves using shadows to deflect blows and attacks.

Shadow Shield

10 IP – Grants the invoker a +1 equipment bonus to DEF for 2 round.

Base Enhancements

Increase Incantation Length 2 IP per each round increase

Increase Incantation Potency 3 IP, +1 IP per each increase (+1 to the bonus per increase)

Shadow Substitute

2 IP – When the invoker would potentially loses 4 or more CHP or XHP in one attack, they may immediately relocate themselves up to 10' away. They may not pass through any solid objects or any spaces where a creature is residing, and it must be a straight line from where the invoker was previously located. This movement happens immediately right when the invoker would receive the

damage. This incantation must be used before the invoker is struck, and can be maintained every round at half of the IP cost, rounded up until it is triggered. This damage must not be self inflicted, or inflicted by anyone who has a Helpful, Friendly, or Indifferent attitude towards the invoker. This movement immediately provokes an Attack of Opportunity against any enemy that is within range of the final location of the invoker. After it is triggered, the invoker can continue to maintain it,

Base Enhancements

Increase Incantation Distance 2 IP, +1 IP per each increase (+5' range the invoker can move per increase)

Incantation (Shadow Offense) Trained Only

This skill encompasses using one's shadow for offensive means, such as launching attacks.

Dialects

Shadow Weapon

4 IP – Creates a melee weapon in the shape that the Invoker wishes. If this melee weapon requires fuel, ammunition, or other consumables, then the consumables are not created. The Invoker is considered to be proficient in using this weapon, and will gain any bonuses, penalties, and Combat Point reductions that any feats, skills, or special or racial abilities would grant, as if it were a real weapon. Unless enhanced, it has the same statistics as its real counterpart. This weapon is also tethered to the Invoker that created it, and if it is removed from their possession, disappears immediately. This incantation lasts for 3 rounds.

Base Enhancements

Increase Incantation Length 1 IP per each round increase

Damage Bonus 4 IP, +2 IP per each increase (+1 damage bonus per increase)

Shadow Strike

Shadowpath

4 IP –Chose Piercing, Slashing, or Bludgeoning. Creates a single ranged touch attack with a range increment of 15' and has a damage of 1d10 of the chosen damage.

Base Enhancements

Increase Dice Number 4 IP, +1 IP per increase (from 1d to 2d, to 3d, etc.)

Target Enhancements

Area Attack 4 IP – Changes the attack from a touch attack to an area attack with a blast radius of 5' and a target range increment of 15' from the invoker.

Increase Blast Radius 2 IP, +1 IP per 5' blast radius increase

Increase Range Increment 1 IP, +1 IP per 5' range increment increase

Increase Incantation Length 1 IP, +1 per each round increase (allows the area attack to stay for additional rounds)

Line Area Attack 1 IP – Allows the incantation to be cast as a line instead of a blast, the line being three times as long as the

blast radius. The line must be drawn out and confirmed before the attack roll is made.

Cone Attack 3 IP – Changes the incantation from a touch attack to a cone blast attack with a range of 10'

Increase Range 2 IP, +1 IP per 5' range increase

Incantation (Shadow Control) Trained Only

This skill encompasses using one's shadow to control and command creatures, as well as summon creatures for use.

Dialects

Shadow Summon Cant

This cant encompasses summoning a shadow beast that a character may summon, control and command. Unlike other Cants, when this cant is used outside of combat, the incanter can choose to receive a creature with the max values possible for HP or Defense. They may select only one value to maximize.

The Shadow Summon Cant functions off of slots, where the size of the summon will use a certain amount of slots. An Invoker has 3 slots they can use in any way they choose to summon up to the total number of slots. Even with slots, an invoker can only have one permanent shadow summon out of combat. This summon is designated as the summon that received the max value possible for HP or Defense.

Summon

1 IP – The invoker uses their shadow to summon a tiny shadow beast of their own making. This beast can appear to look like any small creature, but tiny sized, its entire body a solid black color, except for its eyes which are bright white. The creature is summoned with 1d3+2 HP, 18 Combat Points, a DEF of 1d12+10, and a 1d2 melee attack bonus. It takes up 0 slots. It has no attacks or no bonuses to any Saving Throws. A tiny shadow creature can not be farther than 20' from its invoker. If it or the invoker is moved beyond this range, the shadow creature instantly disappears. This creature lasts for 5 rounds in combat, but an invoker can focus to maintain the shadow creature when not in combat. This creature can be unsummoned for no Combat Points on the invoker's turn. This creature spawns adjacent to its summoner. If a shadow creature is killed, the invoker takes damage equal to 10% of the shadow creature's total HP, rounded up. An invoker can only have one of these summons at once.

4 IP – The invoker uses their shadow to summon a small shadow beast of their own making. This beast can appear to look like any small creature, its entire body a solid black color, except for its eyes which are bright white. The creature is summoned with 1d8+2 HP, 15 Combat Points, a DEF of 1d8+10, and a 1d3+1 melee attack bonus. It takes up 1 slot. It has a single attack which cost 3 Combat Points; Slam which does 1d3 bludgeoning damage. It has no bonuses to any Saving Throws. A small shadow creature can not be farther than 40' from its invoker. If it or the invoker is moved beyond this range, the shadow creature instantly disappears. This creature lasts for 5 rounds in combat, but an invoker can focus to maintain the shadow creature when not in combat. This creature can be unsummoned for no Combat Points on the invoker's turn. This creature spawns adjacent to its summoner. If a shadow creature is killed, the invoker takes damage equal to 10% of the shadow creature's total HP, rounded up.

The summoned creature is treated as if it were an animal under the Animal Handling skill. No rolls are required to train, or to have the shadow listen to its summoner. The creature can Attack (any creature), Come, Defend, Down, Fetch, Guard, Heel, Perform, Seek, and Stay. It costs no Combat Points to command the summoned creature, but they can only follow one order per round. The shadow creature acts on the turn of its invoker, following the command given to the best of its ability. Shadow creatures are intelligent beasts, but are unable to communicate using any form of auditory or written stimulus, and as such, are only able to respond to yes or no questions appropriately. An invoker can only have one shadow beast summoned at one time.

Base Enhancements

Increase Incantation Length 1 IP per 5 round increase

Medium Growth 4 IP – Increases the spawned creature's size to Medium, where it can appear to look like any Medium sized creature, or a Small creature scaled up to medium size. The creature is summoned with 2d8+4 HP, 12 Combat Points, a DEF of 1d6+8, and 1d4+1 melee attack bonus. It takes up 2 slots. It has two attacks, all of which cost 3 Combat Points; Slam which does 2d4+2 bludgeoning damage, and Bite that does 1d6 piercing damage. It has a +1 bonus to all Saving Throws. A Medium shadow creature can not be farther than 55' from its Invoker. If it, or the Invoker is moved beyond the range, the shadow creature disappears instantly.

Large Growth 3 IP – Increases the spawned creature's size to Large, taking up a 10' by 10' square area. The creature can look like any large creature, or any Small or Medium creature scaled up to large size. The creature is summoned with 4d8+7 HP, 10 Combat Points, a DEF of 1d4+8, and a 1d6+2 melee attack bonus. It takes up 3 slots. It has three attacks all of which cost 3 Combat Points; Slam which does 2d6+2 bludgeoning damage, Bite which does 1d6+3 piercing damage, and Claw which does 1d6 slashing damage. It has a +3 bonus to all Saving Throws. A Large shadow creature can not be farther than 70' from its invoker. If it, or the invoker, is moved beyond the range, the shadow creature disappears instantly. The enhancement Medium Growth is required to use this enhancement.

Natural Weapon Enhancements

Increase Weight 2 IP per increase (+1 die to the Slam attack)

Claws 2 IP – Grants the creature claws that can be used to scratch. This adds an attack Claw, that does 1d4 slashing damage. If the creature already has Claw attack, they can bypass this enhancement and simply increase the sharpness. This attack cost 3 Combat Points to use.

Increase Sharpness 2 IP per increase (+1 dice to the Claw Attack)

Horns 3 IP – Grants the creature horns that can be used to Gore. This adds an attack Gore, that does 1d8 piercing Damage. If the creature already has Gore attack, they can bypass this enhancement and simply increase the sharpness. This attack cost 4 Combat Points to use.

Increase Sharpness 3 IP per increase (+1 dice to the Gore Attack)

Teeth 2 IP – Grants the creature teeth that can be used to bite. This adds an attack Bite, that does 1d6 piercing Damage. If the creature already has Bite attack, they can bypass this enhancement and simply increase the sharpness. This attack cost 3 Combat Points to use.

Increase Sharpness 2 IP per increase (+1 dice to the Bite Attack)

Natural Defense Enhancements

Increase Health 2 IP per increase (+1 die to the initial health roll when the creature is summoned)

Increase Defense 2 IP per increase (+1 Defense Bonus)

Increase Resilience 2 IP per increase (+1 Bonus to All Saving Throws)

Shadow Control Cant

This cant involves creating and using doppelgangers, which are shadow representations of the invoker, for various uses such as distraction in combat, and manipulating things.

Spawn

3 IP – The invoker uses their shadow to create a perfect copy of themselves, that can be directed at will. This doppelganger can hold objects that weigh 2.0 lb or less, can manipulate simple devices, press buttons, flip switches and open doors. Doppelgangers are extremely weak, and can not perform any attacks in combat or use weapons. A doppelganger has a Defense score and Combat Points equal to the invoker it was copied from, excluding any magical, psionic, or equipment bonuses. If a doppelganger is hit by any attack, it immediately wisps into thin air, gone from existence. Doppelgangers last for 5 rounds in combat, but the invoker can focus to maintain the shadow creature when not in combat. Doppelgangers are unable to communicate orally, but they can write and respond to questions via written means. Doppelgangers, however, cannot write, or cast spells. A doppelganger can not be farther than 100' from its invoker. If it, or the Invoker is moved beyond the range, the doppelganger disappears instantly.

Doppelgangers are treated as if it were an animal under the Animal Handling skill. No rolls are required to train, or to have the shadow listen to its summoner. The creature can Come, Defend, Heel, Seek, and Stay. It costs no Combat Points to command the doppelganger, but they can only follow one order per round.

Doppelgangers appear exactly like their invokers, and only sights that can see things as they truly are can detect, by vision, if the subject is a doppelganger.

Base Enhancements

Increase Incantation Length 1 IP per 5 round increase

Increase Doppelganger Spawn 5 IP, +1 IP per increase (spawn an additional doppelganger [max 10])

Incantation (Strike) Trained Only

This skill encompasses using cants to improve striking and melee attacks.

Dialects

Strike Accuracy Cant

This cant focuses on precision strikes and accurate attacks when fighting unarmed.

Sure Strike

3 IP – The invoker has a +1 bonus to all unarmed strike attacks for 3 rounds.

Base Enhancements

Increase Incantation Length 5 IP per each round increase

Increase Incantation Potency 1 IP, +1 IP per each increase (+1 attack bonus per increase)

Strike Power Cant

This cant focuses on powerful strikes and putting as much force as possible into an unarmed attack.

Damaging Strike

5 IP – The invoker has a +1d3 bonus to all unarmed strike damage for 3 rounds.

Base Enhancements

Increase Incantation Length 6 IP per each round increase

Increase Incantation Potency 2 IP, +1 IP per each increase (+1d3 unarmed attack bonus per increase)

Strike Speed Cant

This cant focuses on quick strikes and flurried blows with unarmed attacks.

Speed Strike

5 IP – The invoker gains 1 free unarmed strike attack for 3 rounds.

Base Enhancements

Increase Incantation Length 5 IP per each round increase

Increase Incantation Potency 2 IP, +2 IP per each increase (+1 free unarmed attack per increase)

Elemental Strike Cant

This cant focuses on strikes using the invoker's Mental Limit to create elemental damage into an unarmed attack.

Elemental Strike

5 IP – Choose cold, concussive, fire, acid or electric. The invoker gains +1 of the selected damage with all unarmed strike attacks for 4 rounds.

Base Enhancements

Increase Incantation Length 5 IP per each round increase

Increase Incantation Potency 2 IP, +1 IP per each increase (+1 damage of the selected type per increase)

Chapter VI

Occupations

Medical Spell Practitioner

A medical spell practitioner is someone who is well versed in both medical spells, and traditional healing.

Starting Requirements Age 16+

Job Change Requirements A Treat Injury skill modifier of +10 or greater.

Skills (3) Knowledge (Earth and Life Science), Craft (Pharmaceutical or Alchemy) Spellschool (Conjuration), or Treat Injury

Occupational Feats (1) Skill Focus (Conjuration or Treat Injury)

Starting Wealth Points 2d4x10 (Average 50)

Biweekly Wealth Points 1d4x10 (Average 25)

Equipment Notes Medical spell practitioners receive the Restricted license for all magecraft related equipment, for the Spellschools they have ranks in.

Combat Spell Practitioner

A combat spell practitioner is someone who uses their magical talents for offensive measures, usually in conjunction with traditional offensive means.

Starting Requirements Age 18+

Job Change Requirements An Athletics or Acrobatics skill modifier of +12 or greater.

Skills (2) Acrobatics, Athletics, Demolitions, Spellschool (Evocation or Necromancy) or Perception

Occupational Feats (1) Light Armor Proficiency, Combat Martial Arts or Weapon Expertise

Starting Wealth Points (1d4+3)x10 (Average 55)

Biweekly Wealth Points 11d4 (Average 28)

Equipment Notes Combat spell practitioners receive the Restricted license for all magecraft related equipment, for the Spellschools they have ranks in.

Security Spell Practitioner

A security spell practitioner is someone who uses their magical talents for defensive means, usually to either protect, defend, hide, or discover things.

Starting Requirements Age 18+

Job Change Requirements An Athletics or Acrobatics skill modifier of +12 or greater.

Skills (2) Perception, Spellschool (Abjuration, Conjuration, Divination, or Illusion), or Stealth

Occupational Feats (1) Light Armor Proficiency, Defensive Martial Arts, Evasive Martial Arts, or Dodge

Starting Wealth Points (2d4+1)x10 (Average 60)

Biweekly Wealth Points 1d4x10 (Average 30)

Equipment Notes Security spell practitioners receive the Restricted license for all magecraft related equipment, for the Spellschools they have ranks in.

Alchemist

An alchemist is someone who uses their magical talents towards transmutation magecraft, to accomplish a number of different things, such as crafting objects or weapons on the fly, or enhancing the body of themselves and their teammates, as well as making alchemical potions.

Starting Requirements Age 23+

Job Change Requirements A Knowledge (Physical Science), or Craft (Mechanical, Chemical, Electronic, Pharmaceutical, or Alchemy) skill modifier of +14 or greater.

Skills (3) Craft (Chemical, Electronic, Mechanical, Pharmaceutical, Structural, or Alchemy), Knowledge (Earth and Life Science or Physical Science), or Spellschool (Transmutation)

Starting Wealth Points (2d4+2)x10 (Average 70)

Biweekly Wealth Points (1d4+1)x10 (Average 35)

Equipment Notes Alchemists receive a Restricted license for all magecraft related equipment, for the Spellschools they have ranks in.

Enchantment Spell Practitioner

An enchantment spell practitioner is someone who uses their magical talents to imbue melee weapons, ammunition, objects, and clothing with magical properties for benefit or hindrance.

Starting Requirements Age 17+

Job Change Requirements A Spellschool (Any) skill modifier of +10 or greater.

Skills (3) Spellschool (Any)

Starting Wealth Points (1d4+2)x10 (Average 45)

Biweekly Wealth Points 8d4 (Average 20)

Equipment Notes Enchantment spell practitioners receive the Restricted license for all magecraft related equipment, for the Spellschools they have ranks in.

Combat Psion

A combat psion is someone who uses their psionic powers on the battlefield, either as a guard, mercenary, bodyguard, or private security. They are focused on increasing their psionic prowess for these purposes.

Starting Requirements Age 18+

Job Change Requirements A Psionics (Fluid Dynamics, Plasma Dynamics, or Telekinesis) skill modifier of +16 or greater.

Skills (2) Psionics (Fluid Dynamics, Plasma Dynamics, or Telekinesis)

Occupational Feats (1) Combat Martial Arts, Evasive Martial Arts, Defensive Martial Arts, Brawl, or Dodge

Starting Wealth Points 2d4x10 (Average 50)

Biweekly Wealth Points 1d4x10 (Average 25)

Utility Psion

A utility psion is someone who uses their psionic powers for utility, whether that be in the commercial, industrial, or clerical work. They usually work as assistants in dangerous places, where force is needed, but a person or machine being located would be highly impractical, or expensive, as well as moving to places that non psions would have trouble moving to.

Starting Requirements Age 16+

Job Change Requirements A Psionics (Telekinesis, Telepathy, or Psychometabolism) skill modifier of +15 or greater.

Skills (2) Psionics (Telekinesis, Telepathy, or Psychometabolism)

Occupational Feats (1) Skill Focus (Telekinesis, Telepathy, or Psychometabolism)

Starting Wealth Points (3d4+1)×10 (Average 85)

Biweekly Wealth Points 16d4 (Average 40)

Psibladist

A psibladist is someone who specializes in crafting, creating, modifying and using psiblades. Their focus in the psionic arts mainly revolves around using the psiblade, not their powers.

Starting Requirements Age 16+, Psionics (Any) 2 Ranks

Job Change Requirements Psiblade Proficiency feat and a Psionics (any) skill modifier of +14 or greater.

Skills (2) Craft (Mechanical), Psionics (Any)

Occupational Feats (1) Basic Defensive Form or Basic Offensive Form

Starting Wealth Points (1d4+3)×10 (Average 55)

Biweekly Wealth Points 11d4 (Average 28)

Equipment Notes Psibladists are given a standard hilt or curved hilt psiblade of their choice, as well as the blade color of their choice. This psiblade has no upgrades on it. Psibladist also receive the Psiblade Proficiency feat for free.

Psionic Scholar

A psionic scholar is someone who is focused on studying the mentality and the inner workings of Psionics, as well as the philosophy and use of psionics. They are focused on the mental

aspect of Psionics, not the physical, and as such, usually deal in the mental world.

Starting Requirements Age 23+

Job Change Requirements A Psionics (Telepathy), or Knowledge (Behavioral Sciences or Theology and Philosophy) skill modifier of +14 or greater.

Skills (3) Knowledge (Earth and Life Sciences, Behavioral Sciences, or Theology and Philosophy) or Psionics (Telepathy or Telekinesis)

Starting Wealth Points (2d4+2)×10 (Average 70)

Biweekly Wealth Points (1d4+1)×10 (Average 35)

Combat Invoker

A combat invoker is someone who uses their knowledge of the invoking languages on the battlefield, either as a guard, mercenary, bodyguard, or private security. They are focused on increasing their invoking prowess for these purposes.

Starting Requirements Age 18+

Job Change Requirements An Incantation (Shadow Defense, Shadow Offense, or Strike) skill modifier of +16 or greater.

Skills (2) Incantation (Shadow Defense, Shadow Offense, or Strike)

Occupational Feats (1) Combat Martial Arts, or Reciter (Shadow Defense, Shadow Offense, or Strike)

Starting Wealth Points 2d4×10 (Average 50)

Biweekly Wealth Points 1d4×10 (Average 25)

Shadow Seer

A shadow seer is someone who speaks the incantation cants that relate to controlling their shadows, and using cants to enhance their vision and cripple others. They are usually hired as guards, or in auxiliary services for militaries, police, and private military companies for their ability to create beast of burden, to scout without lugging around heavy equipment, or as private detectives.

Starting Requirements Age 18+

Job Change Requirements An Incantation (Shadow Control, Heirloom, or Hex) skill modifier of +15 or greater.

Skills (1) Incantation (Shadow Control, Heirloom or Hex)

Occupational Feats (1) Reciter (Shadow Control, Heirloom, or Hex)

Starting Wealth Points (2d4+2)×10 (Average 70)

Biweekly Wealth Points (1d4+1)×10 (Average 35)

Chapter VII

Skills

Craft (Alchemy) Trained Only

This skill allows a character to mix alchemical components to create acids and bases, and potions to both consume and use as weapons.

The Craft (Alchemy) skill is a focused skill for any character that has Craft (Chemical) or Craft (Pharmaceutical) as a focused skill.

Acids and Bases

See Craft (Chemical)

Magecraft Inks

Spell inks are inks that are crafted from natural materials and allow a mage to bring out the most in their spells. They grant bonus SP for their selected spell schools, and do not require the skill points, nor do they go towards the total spell points spent per spell, or per day, however when used with a different school, instead provide penalties for any other school, which count against the maximum spell points per spell when used. 1 unit of ink is enough to scribe 80 spells or refill a fountain pen eight times.

Formatting ink is a brightly colored, fluorescent and chemiluminescent ink that is used in the creation of formatted paper. It is brightly colored to make it clear even at a glance, even under black-light or in the dark. 1 unit of ink is enough to format 120 sheets of paper.

Ink	Cost	Craft TN	Time	Yield
Spell Ink, Weak	6	14	30 minutes	1 unit
Spell Ink, Standard	10	19	30 minutes	1 unit
Spell Ink, Potent	18	24	30 minutes	1 unit
Spell Ink, Mastercraft	40	35	30 minutes	1 unit
Formatting Ink	1	10	15 minutes	2 units

Table 7: Magecraft Inks

Psionic Incense

Incense is is aromatic biotic material that releases fragrant smoke when burnt, used to enhance psionic abilities.

Item	Cost	Craft TN	Time	Yield
Mental Focus Incense, Mild	1	14	1 hour	20
Mental Focus Incense, Potent	1	19	1 hour	10
Mental Focus Incense, Powerful	1	25	1 hour	5
Mental Insight Incense, Potent	1	19	1 hour	5
Mental Insight Incense, Powerful	2	25	1 hour	5
Mental Sharpness Incense, Potent	1	19	1 hour	5
Mental Sharpness Incense, Powerful	2	25	1 hour	5

Table 8: Craft (Alchemy), Psionic Incense

Potion Slurry

A potion slurry is the base liquid for all potions. It does nothing on its own, but must be created in order for an alchemist to impart effects onto. It takes 1 unit of potion slurry to make a single potion.

Base Potion Slurry

A base potion slurry is the standard potion slurry. All effects that are imparted on this slurry last for 2 rounds.

Powerful Potion Slurry

This potion slurry sacrifices the time the potion lasts, but greatly increases the potency. All effects only last for 1 round, but the effects are multiplied by 3. Any effects that can not have their potency increased are not affected by the improvement. Any effect that uses dice has those dice multiplied. Any effect that would hit the maximum limit due to this slurry is instead capped at the maximum limit.

Metered Potion Slurry

This potion slurry sacrifices the potency of a potion, but instead gains a much longer effect. All effects last for 6 rounds, but the potency of the effects are divided in half, rounded up. Any effects that can not be reduced are not affected by the reduction. Any effect that uses dice has those dice halved, rounded up, to a minimum of 1.

Item	Mat Cost	Craft TN	Time	Yield
Base Potion Slurry	1	8	10 min.	4 units
Power Potion Slurry	2	18	30 min.	2 units
Metered Potion Slurry	2	18	30 min.	2 units

Table 9: Craft (Alchemy), Potion Slurry

Adding Effects to Potions

After an alchemist has created a potion slurry they may then add effects to the potion slurry to create a potion. Effects come in two flavors, Harmful and Helpful. Alchemist often add flavors and food coloring to the potions to make them more palatable and to distinguish them at a glance, as well as to market them.

In order to impart a potion slurry with an effect, the character makes a Craft (Alchemy) check [TN10 + Effects TN]

The raw material wealth point cost is only to include that specific effect in the potion. It does not increase with the potency.

Storing Potions

Due to their tendency to eat through plastics and synthetic containers, potions must be stored in glass or metal bottles, vials, foil globes, or some kind of non-reactive container. They have no shelf life and theoretically can last forever.

Harmful Effects

Harmful effects cause damage or a penalty, either through consumption, or contact. Multiple effects may be combined in a single potion.

Elemental Damage The crafter selects fire, cold, electrical, concussion, or acid damage. This effect adds a single d6 of the selected damage to the potion per increase. The target takes this damage every round, for the potion's duration. This has a maximum of 12d6.

Bestow Blindness This effect magically blinds the character for the potion's duration.

Bestow Muteness This effect magically mutes the character for the potion's duration.

Bestow Curse The crafter selects STR, DEX, or CON. This effect magically reduces the selected ability score for the penalty amount, for the potion's duration.

Bestow Weakness The crafter selects fire, cold, electrical, concussion, or acid damage. This effect causes the target to become weak to the selected damage. When the target is attacked with the same damage that they have a weakness to, the damage receives a +1 bonus for every point in weakness the target has. This effect lasts for the potion's duration.

Bestow Vulnerability The crafter selects bludgeoning, slashing, or piercing damage. This effect causes the target to become vulnerable to the selected damage. When the target is attacked with the same damage that they have a vulnerability to, the damage receives a +1 bonus for every point in vulnerability the target has. This effect lasts for the potion's duration.

Effect	TN	Cost
1d6 Selected Elemental Damage	+4 per die	1
Bestow Blindness	+4	2
Bestow Muteness	+4	2
Bestow Curse	+5 per -1	2
Bestow Weakness	+6 per -1	2
Bestow Vulnerability	+6 per -1	2

Table 10: Potions, Harmful Effects

Helpful Effects

Helpful effects heal damage or provide protection, either through consumption, or contact. Multiple effects may be combined in a single potion.

Light Healing This effect adds a single d4 of XHP healing to the potion per increase. The target heals this damage every round, for the potion's duration. This potion only heals XHP.

Heavy Healing This effect adds a single d4 of CHP healing to the potion per increase. The target heals this damage every round, for the potion's duration. This potion heals CHP first, and after the CHP are healed, then begins to heal XHP.

Stop Bleeding This effect removes a single bleed damage die per bonus every round, for the potion's duration.

Bestow Elemental Resistance The crafter selects fire, cold, electrical, concussion, or acid damage. This effect causes the target to become resistant to the selected damage. When the target is attacked with the same damage that they have a resistance to, the damage is reduced for every point in resistance the target has. This effect lasts for the potion's duration.

Bestow Damage Reduction The crafter selects bludgeoning, slashing, piercing or non-lethal damage. This effect causes the target to gain Damage Reduction to the selected damage. When the target is attacked with the same damage that they have a Damage Reduction to, the damage is reduced for every point in Damage Reduction the target has. This effect lasts for the potion's duration.

Bestow Mutagen The crafter selects STR, DEX, or CON. This effect magically increases the selected ability score by the bonus amount for the potion's duration.

Effect	TN	Cost
1d4 Light Heal	+2 per die	1
1d4 Heavy Heal	+4 per die	2
Stop Bleeding	+2 per +1	2
Bestow Elemental Resistance	+3 per +1	3
Bestow Damage Reduction	+3 per +1	3
Bestow Mutagen	+4 per +1	4

Table 11: Potions, Helpful Effects

Special

A character without an Alchemy kit takes a -6 penalty on Craft (Alchemy) checks.

Chapter VIII

Feats

General Feats

Zen Mind

Benefit The character gains +25 Mental Limit.

Special A character may gain this feat multiple times. Its effect stacks.

Mage Feats

General Mage Feats

Combat Caster

Prerequisites Spellschool (Any) 1 rank

Benefit When casting a spell or scroll adjacent to an enemy, AoO is not provoked.

Normal Casting a spell adjacent to an enemy provokes an AoO.

Combine Spell

Prerequisites Spellschool (Any) 7 ranks

Benefit When casting a spell with this modification, the mage is able to release multiple spells from the same spell school but potentially different sub-schools at once onto the same target. The allowed combinations in Abjuration are Damage Reduction and Saves, Energies, and Elements. In Conjuraction, Healing. In Divination, Enhance Sight and Enhance Speech. In Enchantment, Enchanting Objects and Enchanting Aetherwands. In Illusion, Distort Sight and Distort Sound. All normal rules for stacking spells apply. This modifier adds 1 SP per combined spell to each spell's cost.

Container Enchant

Prerequisites Spellschool (Enchantment) 4 ranks

Benefit When scribing Enchantment spells with this modification, the mage is able to cast an enchantment spell on an ammunition container, pouch or magazine, granting all ammunition placed in that container the enchantment, until the Enchantment spell dies. If a round of ammunition is taken out of the container, it will stay enchanted for one round after it was removed. This modification adds 4 SP to the spell's cost.

Normal Ammunition must be enchanted directly, or wrapped in package paper with an enchantment, which is then opened.

Special This modification will not work on internal magazines, but will work on objects that actually hold ammunition, such as speedloaders, stripper clips, box magazines, cartridge wallets, bandoleers, quivers, shell and cartridge belts, refill tubes, and bullet bags, as well as MOLLE shell, utility, quiver and cased ammunition pouches, and shell and cartridge loops. Grenades, both thrown and fired, rocket launcher rockets and mortars may not benefit from the container enchantment. When enchanting uses to the container, a single use is a single shot. Using any multi-shot attacks requires enough uses to enchant every round used in the multi-shot attack to gain the benefits of the enchantment. When enchanting timed, the uses of the container are unlimited in that time frame.

Engraver Scribe

Prerequisites Craft (Structural) 6+ Modifier, Perception 6+ Modifier, Spellschool (Any) 1 rank.

Benefit You can scribe any spell using engraving tools and the appropriate surface. You can also engrave spells for other mages, provided they have at least 1 rank in the spellschool, and the SP cost is no more than the scribing mage's total modifier in the requested spellschool, and the SP cost is no more than double the recipient's total modifier in the spellschool, rounded down. In addition, you can also tattoo spells for other mages, provided they have at least 1 rank in the spellschool, and the SP cost is no more than the scribing mage's total modifier in the requested spellschool, and the SP cost is no more than double the recipient's total modifier in the spellschool, rounded down.

Normal Mages can not use engraving tools to scribe spells. Mages can not tattoo spells for other mages.

Repeat Spell

Prerequisites Spellschool (Any) 4 Ranks

Benefit When casting a spell with this modification, the mage is able to cast the effects of the spell multiple times from the same spell. When the spell is released, the mage has a number of charges of the spell equal to the modifier put on the spell, which may then be released at will. The caster must release all charges before their turn is over, or they lose all leftover charges. The effects of the charges are identical, and the mage must roll each charge, as if they were casting from multiple spells. A mage does not have to target the same target with all charges. This modification adds 4 SP to the spell's cost per charge put on the spell.

Normal In order to target multiple targets with the same spell, a mage must have multiple copies of the same spell and spend Combat points releasing and aiming each one.

Special A mage may put this modification on a spell multiple times. The Combat Points for aiming and releasing a spell are the same as if it were a single spell.

Maximize Spell

Prerequisites Spellschool (Any) 8 Ranks

Benefit When casting a spell with this modification, all variable numeric effects are increased to their maximum. Instead of rolling for damage, you use the number size of the die for the damage. This modification adds 6 SP to the spell's cost.

Special This modification can only be placed on spells that have a variable numerical effect. There is no benefit gained from placing it on a spell without one.

Guide Spell

Prerequisites Spellschool (Any) 3 Ranks

Benefit When casting a spell with the line area effect target enhancement and this modification, the mage can direct the line in any shape they wish, as long as the line stays connected, to the length the spell allows. This modification adds 3 SP to the spell's cost.

Normal Line Area Effect Target enhancements can only be cast in a straight line.

Special When guiding the line, use the standard movement rules for diagonals. This feat can not be used for spells that do not have the line area effect.

Compressed Spell

Prerequisites Spell school (Any) 4 Ranks

Benefit When scribing a spell, a mage can compress the spell down and make it more efficient without loss of productivity, reducing the Mental Limit required for the spell. All spells scribed under this spell modification only require ½ the normal Mental Limit. This modification doubles the time it takes to scribe the spell, and increases the Combat Point cost to cast the spell by +1.

Quick Spell

Prerequisites Spell school (Any) 4 Ranks

Benefit When releasing a spell with this modification, the Combat Point cost is reduced by 2 for each quick spell modification added to the spell. This modification adds 4 SP to the spell's cost.

Special A mage may put this modification on a spell multiple times, but a mage must spend at least 1 Combat Point to release a spell.

Ranged Stylus

Prerequisites Spell school (Any) 4 Ranks, Practiced Stylus

Benefit When attacking with a stylus, a mage can choose to double the range increment of their stylus. If they do, they receive a -1 damage penalty for every 2 damage dice they have, rounded down.

Special A mage must have at least 2 damage dice in order to use the benefits from this feat. The features of this feat may not be combined with the Power Stylus Feat.

Practiced Stylus

Prerequisites Spell school (Any) 2 Ranks

Benefit When attacking with a stylus, the Combat Point cost is reduced by 2.

Power Stylus

Prerequisites Spell school (Any) 4 Ranks, Practiced Stylus

Benefit When attacking with a stylus, a mage can choose to gain +1 damage dice per character level. If they do, the range increment of their stylus is halved.

Special The features of this feat may not be combined with the Ranged Stylus Feat.

Runic Stylus

Prerequisites Spell school (Any) 6 Ranks in the selected spell school, Practiced Stylus

Benefit Pick a Spell school skill. You can cast a spell using that spell school without writing it down first, that cost up to ½ of the total selected spell school score, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, and they must have the stylus in hand to cast the spell. This spell can not use any benefits from any inks or papers, and you must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the Combat Point cost is the same as releasing a written spell.

Special This feat may be taken multiple times. It applies to a different Spell school skill each time. You may take the benefits of any feats that reduce cost of spells, that does not require the spell to be written down.

Split Stylus

Prerequisites Spell school (Any) 4 Ranks, Practiced Stylus

Benefit When attacking with a stylus, a mage can choose to target multiple targets equal to how many damage dice their stylus has. If they do, they roll an attack roll for every target. On all targets they successfully attack, they can choose to split up their damage dice between all of the targets, equal to the total amount of damage dice their stylus has, and roll their damage for each selected target.

Example: A mage has a stylus with 5d3 damage dice, and targets two targets. Both attacks are successful, so the mage select target 1 to take 2d3, and target 2 to take 3d3.

Special A mage must have at least 2 damage dice in order to use the benefits from this feat.

Toggle Spell

Prerequisites Spell school (Any) 6 Ranks

Benefit When casting a spell with this modification that has a duration, the mage is able to 'turn off' the spell's effects, pausing that duration until the spell returns to being active. It costs 7 combat points to either pause a spell or resume it, and the entire round counts against the duration in either case. Effects that can discern spell effects still perceive the spell when paused. This modification adds 5 SP to the spell's cost.

Cost Reduction

Magical Apprentice

Choose a Spell school.

Prerequisites Spell school (Chosen Spell school) 1 rank

Benefit When scribing spells in the chosen spell school, the SP cost is 1 less.

Special This feat stacks with any other spell cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different spell school.

Magical Journeyman

Choose a Spell school.

Prerequisites Magical Apprentice (Chosen Spell school), and Spell school (Chosen Spell school) 7 ranks

Benefit When scribing spells in the chosen spell school, the SP cost is 3 less.

Special This feat stacks with any other spell cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different spell school.

Magical Master

Choose a Spell school.

Prerequisites Magical Apprentice (Chosen Spell school), Magical Journeyman (Chosen Spell school), and Spell school (Chosen Spell school) 12 ranks

Benefit When scribing spells in the chosen spell school, the SP cost is 5 less.

Special This feat stacks with any other spell cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different spell school.

Psion Feats

General Psion Feats

Initiate Circle Power

Prerequisites Psionics (Any) 2 ranks

Benefit The Psion can change the point of origin of their abilities, up to 10' away from their location. They must be able to visually see the location they wish to use as their origin point.

Acolyte Circle Power

Prerequisites Psionics (Any) 5 ranks, Initiate Circle Power

Benefit The Psion can change the point of origin of their abilities, up to 30' away from their location. They must be able to visually see the location they wish to use as their origin point.

Disciple Circle Power

Prerequisites Psionics (Any) 9 ranks, Initiate Circle Power, Acolyte Circle Power

Benefit The Psion can change the point of origin of their abilities, up to 60' away from their location. They must be able to visually see the location they wish to use as their origin point.

Psiblade Feats

Psiblade Proficiency

Prerequisites Psionics (Any) 2 ranks

Benefit The character can use any single bladed, curved hilt psiblade or double bladed psiblades without penalty.

Normal Characters without this feat take a -4 penalty on attack rolls made with single bladed and curved hilt psiblades, and a -8 on double bladed psiblades

Special A character with Archaic Weapon Proficiency (Combat Swords or Fencing Swords) only takes a -2 penalty on attack rolls when using a single bladed psiblade.

Tutoring

Time 3 days

Benefit Attack penalty when using single bladed psiblades is reduced to -2. Attack penalty when using double bladed psiblades is reduced to -6. If the character has Archaic Weapon Proficiency (Combat Swords or Fencing Swords) the penalty is reduced to -1 for single bladed psiblades.

Basic Defensive Form

Prerequisites Psiblade Proficiency or Plasma Blade Proficiency

Benefit When engaged in melee combat against a character using a psiblade or plasblade, the character gains a +4 dodge bonus to DEF, and gains a +2 dodge bonus to DEF against any other melee attacks. When attempting the Deflect reaction, the character can attempt to deflect any plasarm shots that they meet the prerequisites to deflect, and they may also attempt to deflect any thrown weapons, crossbow bolts, arrows, fired spears, paintballs, 18mm less lethal rounds, slingshot projectiles, any caseless rounds, any black powder rounds, any cased rounds, or any slug shelled rounds that are fired or thrown at them through a single ranged attack, single shot attack, or potshot attack. The character may not

attempt to deflect any fired grenades, thrown grenades, rockets, missiles, mortars, or any shell round that is not a slug.

Normal The character can only deflect a single attack once per round, and may not attempt to deflect other types of objects besides plasarm fire.

Deflect Form Focus

Prerequisites Psiblade Proficiency or Plasma Blade Proficiency, Basic Defensive Form

Benefit When attempting the Deflect Reaction, the character may attempt to deflect sprayfire, sweepfire, pulsefire, double tap, and burst fire attacks.

Normal A character may not attempt to deflect sprayfire, sweepfire, pulsefire, double tap, or burst fire attacks.

Reaction Form Focus

Prerequisites Psiblade Proficiency or Plasma Blade Proficiency, Basic Defensive Form

Benefit When using a psiblade or plasblade, a character gains a +5 bonus to their Will Saving Throw when performing the Predict reaction and a +5 bonus to their Reflex Saving Throw when performing the Parry reaction.

Intermediate Defensive Form

Prerequisites Psiblade Proficiency or Plasma Blade Proficiency, Basic Defensive Form, Reaction Form Focus or Deflect Form Focus

Benefit When attempting the Deflect Reaction, the character receives a +4 to their Reflex Saving Throw, and the character gains a +4 bonus to disarm when wielding a psiblade or plasblade. Also, when attempting a Parry reaction against a target with a psiblade or plasblade, the character gains an additional +4 to their DEF increase from the parry, on a successful parry, when wielding a psiblade or plasblade. This increase lasts as long as the original bonus from successfully parrying against a target.

Deflect Form Expertise

Prerequisites Psiblade Proficiency or Plasma Blade Proficiency, Basic Defensive Form, Deflect Form Focus, Intermediate Defensive Form

Benefit When attempting the Deflect reaction against plasarms, a character may aim the deflection at a specific target. If the character is successful at deflecting the attack, they may attempt a Ranged Attack with a -4 penalty against any target that is within their line of sight. If this attack is successful, the attack is directed at this target instead. Additionally, they may deflect attacks coming from their left and right flanks in addition to their front.

Normal Deflect reactions may only be attempted if they are facing the attack.

Reaction Form Expertise

Prerequisites Psiblade Proficiency or Plasma Blade Proficiency, Basic Defensive Form, Reaction Form Focus, Intermediate Defensive Form

Benefit When using a psiblade or plasblade, a character gains an additional +3 bonus to their Will Saving Throw when performing the Predict reaction and an additional +3 bonus to their Reflex Saving Throw when performing the Parry reaction. Also, when using a

psiblade or a plasblade, the character can change their reaction to either the Predict reaction or the Parry reaction, after the first attack that triggers their reaction, once per round. If they choose to do this, they immediately lose the previous bonus from the previous reaction and they immediately reroll the saving throw and receive the new bonus.

Expert Defensive Form

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Defensive Form, Reaction Form Focus *or* Deflect Form Focus, Intermediate Defensive Form, **and** Reaction Form Expertise *or* Deflect Form Expertise

Benefit When any hostile creature moves adjacent to the character, the character immediately receives an Attack of Opportunity when wielding a psiblade or plasblade. This is limited to one attack per hostile creature. When fighting defensively with a psiblade or plasblade, there is no additional Combat Point cost and the attack penalty is reduced to -2. When wielding a psiblade or plasblade, the Combat Point cost to perform any reaction is reduced by 3.

Deflect Form Master

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Defensive Form, Deflect Form Focus, Intermediate Defensive Form, Deflect Form Expertise, Expert Defensive Form

Benefit When attempting the Deflect reaction against plasarms, the character receives an additional +4 to their Reflex Saving Throw, and they may attempt a Ranged Attack with no attack penalty. Additionally, they may deflect attacks coming from any direction.

Normal Deflect reaction ranged attacks have a -4 penalty. Deflect reactions may only be attempted if they are facing the attack.

Reaction Form Master

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Defensive Form, Reaction Form Focus, Reaction Form Expertise

Benefit When using a psiblade or plasblade, the character can change their reaction to either the Predict reaction or the Parry reaction, after the first attack that triggers their reaction, up to five times per round. If they choose to do this, they immediately lose the previous bonus from the previous reaction and they immediately reroll the saving throw and receive the new bonus.

Basic Offensive Form

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency

Benefit When engaged in melee combat against a character that is using a psiblade or plasblade, the character gains a +3 bonus to all attacks made with their own psiblade or plasblade. When engaged in melee combat otherwise, the character gains a +2 bonus to all attacks made with their own psiblade or plasblade. Also, when using a psiblade to attack any object or armor that has plasma damage reduction, the damage given immediately goes into soak, even if it does not breach the object or armors damage reduction.

Normal Plasma damage that connects with Plasma damage reduction does not move to soak unless the damage is more than the damage reduction.

Rapid Form Focus

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form

Benefit When using a psiblade, a character may attack with a psiblade at a -1 Combat Point cost. If they do, they do not use their POW when calculating damage. This reduction applies to all attacks that take benefit of this Combat Point reduction.

Precision Form Focus

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form

Benefit A character gains a +4 attack bonus to all Called Shot attacks against arms and legs made when attacking with a psiblade or plasblade. The character may also make non-lethal attacks with the psiblade or plasblade at a -2 attack penalty. Also, when attacking an object, the character gains a +2 attack bonus and ignores 1 point of hardness.

Normal Non-lethal attacks have an attack penalty of -4.

Intermediate Offensive Form

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form, Precision Form Focus *or* Rapid Form Focus

Benefit The character can throw their psiblade or plasblade, which has the same damage, a range of 20', and is considered a Small thrown weapon when used in this manner. Also, when using a psiblade or plasblade, a character may increase the Combat Point cost of a standard melee attack by +1. If they do, they gain a +1 damage bonus for every +1 increase of Combat Point cost.

Special As long as a character has Combat Points to spend during their turn, they are free to add to the cost to attack. Also, when using a psiblade to attack any object or armor that has plasma damage reduction, the damage given immediately goes into soak and the damage to soak is doubled, even if it does not breach the object or armors damage reduction.

Normal Plasma damage that connects with Plasma damage reduction does not move to soak unless the damage is more than the damage reduction.

Rapid Form Expertise

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form, Rapid Form Focus, Intermediate Offensive Form

Benefit When using a psiblade or plasblade, for every three successful melee attacks a character completes, the character immediately receives one additional attack for no Combat Points. The extra attack is with the same weapon and at the same bonus as the attack as the previous three attacks. Also, the Combat Point Cost to Heavy attack is reduced by 1 and the cost to Full attack is reduced by 2 when using a psiblade or plasblade.

Precision Form Expertise

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form, Precision Form Focus, Intermediate Offensive Form

Benefit A character gains an additional +4 attack bonus to all Called Shot attacks against arms and legs made when attacking with a psiblade or plasblade, gains a +4 attack bonus to all Called Shot attacks against hands and feet when attacking with a psiblade

or plasblade, and the character suffers no attack penalty when Aggressive attacking with a psiblade or plasblade. Also, when attacking an object, the character gains a +4 attack bonus and ignores 2 points of hardness.

Normal Aggressive attacks have an attack penalty of -2.

Expert Offensive Form

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form, Rapid Form Focus *or* Precision Form Focus, Intermediate Offensive Form, **and** Rapid Form Expertise *or* Precision Form Expertise

Benefit The character can throw their psiblade or plasblade, which has the same damage, a range of 40', and is considered a Small thrown weapon when used in this manner. Also, when using a psiblade or plasblade, a character may increase the Combat Point cost of a standard melee attack by +1. If they do, they gain a +3 damage bonus for every +1 increase of Combat Point cost. Also, when using a psiblade to attack any object or armor that has plasma damage reduction, the damage given immediately goes into soak and the damage to soak is trippled, even if it does not breach the object or armors damage reduction.

Special As long as a character has Combat Points to spend during their turn, they are free to add to the cost to attack.

Normal Plasma damage that connects with Plasma damage reduction does not move to soak unless the damage is more than the damage reduction.

Rapid Form Master

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form, Rapid Form Focus, Intermediate Offensive Form, Rapid Form Expertise, Expert Offensive Form

Benefit When using a psiblade or plasblade, for every two successful melee attacks a character completes, the character immediately receives one additional attack for no Combat Points. The extra attack is with the same weapon and at the same bonus as the attack as the previous two attacks. Also, the Combat Point Cost to Heavy attack is reduced by 1 and the cost to Full attack is reduced by 2 when using a psiblade or plasblade.

Special This feat's effects replace the Rapid Form Expertise's effects.

Precision Form Master

Prerequisites Psiblade Proficiency *or* Plasma Blade Proficiency, Basic Offensive Form, Precision Form Focus, Intermediate Offensive Form, Precision Form Expertise, Expert Offensive Form

Benefit A character gains an additional +4 attack bonus to all Called Shot attacks against arms and legs made when attacking with a psiblade or plasblade, gains an additional +4 attack bonus to all Called Shot attacks against hands and feet when attacking with a psiblade or plasblade, and gains a +4 attack bonus to all Called Shot attacks against heads. Also, when attacking an object, the character gains a +6 attack bonus and ignores 3 point of hardness.

Cost Reduction

Psionic Squire

Choose a Psionic Skill

Prerequisites Psionics (Chosen Skill) 1 rank

Benefit When using psionic powers in the chosen skill, the PP cost is 1 less.

Special This feat stacks with any other psionic power cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different psionic skill.

Psionic Knight

Choose a Psionic Skill

Prerequisites Psionic Squire(Chosen Skill), **and** Psionics (Chosen Skill) 7 rank

Benefit When using psionic powers in the chosen skill, the PP cost is 3 less.

Special This feat stacks with any other psionic power cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different psionic skill.

Psionic Champion

Choose a Psionic Skill

Prerequisites Psionic Squire(Chosen Skill), Psionic Knight(Chosen Skill) **and** Psionics (Chosen Skill) 12 rank

Benefit When using psionic powers in the chosen skill, the PP cost is 5 less.

Special This feat stacks with any other psionic power cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different psionic skill.

Invoker Feats

Reciter

Choose a Incantation Skill

Prerequisites Incantation (Chosen Skill) 1 rank

Benefit When creating incantation recipes in the selected skill, the IP cost is reduced by 1

Special This feat stacks with any other incantation recipe cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different incantation skill.

Speaker

Choose a Incantation Skill

Prerequisites Reciter (Chosen Skill), **and** Incantation (Chosen Skill) 7 rank

Benefit When creating incantation recipes in the selected skill, the IP cost is reduced by 3

Special This feat stacks with any other incantation recipe cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different incantation skill.

Orator

Choose a Incantation Skill

Prerequisites Reciter (Chosen Skill), Speaker (Chosen Skill), **and** Incantation (Chosen Skill) 12 rank

Benefit When using incantation recipes in the chosen skill, the IP cost is 5 less.

Special This feat stacks with any other incantation recipe cost reduction feats. This feat can be taken multiple times. Each time it is taken, it applies to a different incantation skill.

Chapter IX

Equipment

General Equipment

Survival, Security and Professional Gear

This is a list of gear that could provide useful to characters. While this book is not here to catalog every single item a character can use, it is a guide. If a character wishes to purchase something not in the book, the GM can simply set a wealth point cost based on the real cost of the item, where 1 WP is equal to 20 USD.

Neural Inhibitors A Neural Inhibitor is a device built to control those who use Mental Limit, disallowing them use of their supernatural abilities.

Steel Handcuffs Neural Inhibitor handcuffs immediately reduce the wearer's Mental Limit to 0, as soon as they are locked on a character. They also work as normal steel handcuffs. Only when both handcuffs are unlocked does the effect cease.

Steel Bracelet Neural Inhibitor bracelets can be set to be locking or non locking, but both models immediately reduce the wearer's Mental Limit to 0 as soon as they are worn.

Implant Neural Inhibitor implants are a more permanent solution to problem prisoners. They are implanted with surgery (Treat Injury [TN25]) at the base of the spine, immediately reducing the implanted person's Mental Limit to 0. They can only be removed with surgery (Treat Injury [TN25]).

Premade Potions These potions are premade potions, crafted for widespread consumption. They are often best enjoyed chilled. All potions effects last for 2 rounds.

Cure Bleeding 4 Stop Bleed

Cure Light Wounds 1d4 Light Heal, 1 Stop Bleed

Cure Moderate Wounds 1d4 Light Heal, 1d4 Heavy Heal, 1 Stop Bleed

Cure Serious Wounds 2d4 Light Heal, 1d4 Heavy Heal, 2 Stop Bleed

Cure Critical Wounds 3d4 Heavy Heal, 3 Stop Bleed

Cure Deadly Wounds 5d4 Heavy Heal, 4 Stop Bleed

Object	Sz	Wt	Cost	Restr
Neural Inhibitor, Steel Handcuffs	T	1.1	3	None
Neural Inhibitor, Steel Bracelet	D	0.2	2	None
Neural Inhibitor, Implant	F	0.1	6	L
Potion, Cure Bleeding	T	0.4	2	None
Potion, Cure Light Wounds	T	0.4	1	None
Potion, Cure Moderate Wounds	T	0.4	2	None
Potion, Cure Serious Wounds	T	0.4	4	None
Potion, Cure Critical Wounds	T	0.4	8	None
Potion, Cure Deadly Wounds	T	0.4	12	None

Table 12: Equipment, Survival, Security, & Professional Gear

Computers and Consumer Electronics

Rules for operating computers appear under the Technology Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The Wealth Point cost accounts for both costs; once a character has obtained the item, they don't have to worry about ongoing subscription costs.

Software Modules Software modules are programs installed that give the user of a computer a bonus to various things, dependent on what they are programmed to do. Modules come in three varieties:

- **Lite** A lite module has the bare essentials necessary for use and has a lighter footprint to take up less space. This module provides a +1 to all bonuses listed in the module description unless specified otherwise and takes up 1 storage slot.
- **Standard** A standard module contains most of the core features that most would find useful, leaving out only a few specialized programs. This module provides a +3 to all bonuses listed in the module description unless specified otherwise and takes up 2 storage slots.
- **Full-featured** Contains all of the features that anyone could ever need or use, sparing no expense. Because of this, they take up a significant amount of space. This module provides a +4 to all bonuses listed in the module description unless specified otherwise and takes up 3 storage slots.

Magical Calculator This module contains a magical calculator, as well as a beginner's guide to magecraft. It grants a bonus to any one Spell school skill that it is programmed for, and reduces the time it takes to craft a spell by ¼. This module must be active to receive the bonus.

Object	Cost	Restr
Magical Calculator, Lite	5	None
Magical Calculator, Standard	16	L
Magical Calculator, Full	25	R

Table 13: Equipment, Computer Software

Spell Components

Ink

Ink is a gel, sol, or solution that contains at least one colorant, such as a dye or pigment, and is used to color a surface to produce an image, text, or design. Ink is used in spellcrafting to produce the necessary runes to create spells. Ink can be purchased in three sizes: Bottles, Pots and Vials. A vial of ink contains 1/8th unit of ink, and is enough to scribe 10 spells or refill a fountain pen 1 time. A pot of ink contains 1 unit of ink, and is enough to scribe 80 spells or refill a fountain pen 8 times. A bottle of ink contains 2 units of ink, and is enough to scribe 160 spells or refill a fountain pen 16 times.

Standard ink

This is a simple bottle of ink, used for fountain pens, dip pens and reservoir pens. It comes in various colors and stylings, including glow in the dark and reflective.

Blood

Blood is a specialized body fluid in living beings that delivers necessary substances throughout the body. It is a liquid composed of blood cells suspended in a liquid called blood plasma. Blood is used as an enhancement for spells, by mixing it with ink and then used for scribing spells, called blood rites, the ink itself called blood ink. A blood rite spell immediately affects the target whose blood is in the spell, as long as they are within 50' of the spellcaster. Blood rite spells may only be written using quills, reed pens or dip pens, and require the blood used to be acquired in a sterile manner, which is usually done through giving blood, clean syringes, or through a leeching dagger. Crafting blood ink from a pint of blood and 2 units of ink requires a Craft (Pharmaceutical) check [TN19], and yields 1 unit of blood ink. Because of its contents, blood ink only lasts for 6 hours after it is crafted, after which it then spoils and is unusable.

Spell Ink

Spell inks are inks that are crafted from natural materials and allow a mage to bring out the most in their spells. They grant bonus SP for their selected spell schools, and do not require the skill points, nor do they go towards the total spell points spent per spell, or per day, however when used with a different school, instead provide penalties for any other school, which count against the maximum spell points per spell when used.

Weak Spell Ink +1 SP to selected Spell school when using that ink to scribe spells, -1 SP penalty if used for any other spell school.

Standard Spell Ink +3 SP to selected spell school when using that ink to scribe spells, -3 SP Penalty if used for any other spell school.

Potent Spell Ink +7 SP to selected Spell school when using that ink to scribe spells, -7 SP penalty if used for any other spell school.

Mastercraft Spell Ink +10 SP to selected Spell school when using that ink to scribe spells, -10 SP penalty if used for any other spell school.

Invisible Ink

Invisible ink is ink that disappears after it has been written, allowing for spells that cannot be deciphered as they cannot be read. Because a mage has no point of reference, it grants a -2 SP penalty for all spell pools when writing a spell with it.

Weather Resistant Ink

Weather resistant ink is ink that is resistant to water and won't run when exposed to it. It comes in ink vials, ballpoint pens, and cartridges.

Formatting Ink

This is a brightly colored, fluorescent and chemiluminescent ink that is used in the creation of formatted paper. It is brightly colored to make it clear even at a glance, even under black-light or in the dark. It comes in felt tip pens and ink vials, bottles and pots. Any character with more than 5 ranks in a single spell school can craft

their own formatting paper. One felt pen can format 8 pages. It takes 5 minutes to format a single page.

Tattoo Ink

These inks are industrial type inks that are used in tattoos, coming in variable colors. They are packaged in a sterile bottle, which is enough to scribe a single spell on skin.

Ink Cartridges

These cartridges are for cartridge ballpoint pens, that can be changed out when empty.

Pencil Graphite

These are little sticks of graphite that are used for the pencil to reload it when it's empty.

Object	Sz	Wt	Cost	Restr
Ink Vial, Standard (8)	D	0.1	1	None
Ink Pot, Standard	D	0.3	1	None
Ink Bottle, Standard	D	0.5	2	None
Ink Vial, Weak Spell Ink	D	0.1	1	None
Ink Pot, Weak Spell Ink	D	0.3	8	None
Ink Bottle, Weak Spell Ink	D	0.5	16	None
Ink Vial, Standard Spell Ink	D	0.1	3	None
Ink Pot, Standard Spell Ink	D	0.3	24	None
Ink Bottle, Standard Spell Ink	D	0.5	48	None
Ink Vial, Potent Spell Ink	D	0.1	7	L
Ink Pot, Potent Spell Ink	D	0.3	56	L
Ink Bottle, Potent Spell Ink	D	0.5	112	L
Ink Vial, Mastercraft Spell Ink	D	0.1	10	R
Ink Pot, Mastercraft Spell Ink	D	0.3	80	R
Ink Bottle, Mastercraft Spell Ink	D	0.5	160	R
Ink Vial, Weather Resistant Ink	D	0.1	4	None
Ink Pot, Weather Resistant Ink	D	0.3	32	None
Ink Bottle, Weather Resistant Ink	D	0.5	64	None
Ink Vial, Invisible Ink	D	0.1	5	None
Ink Pot, Invisible Ink	D	0.3	40	None
Ink Bottle, Invisible Ink	D	0.5	80	None
Ink Vial, Formatting Ink	D	0.1	2	None
Ink Pot, Formatting Ink	D	0.3	16	None
Ink Bottle, Formatting Ink	D	0.5	32	None
Ink, Cartridge (4)	F	0.3	1	None
Pencil Graphite(160)	F	0.1	1	None
Formatting Ink, Felt Pen	D	0.1	1	None
Tattoo Ink	D	0.1	2	None

Table 14: Ink

Writing Utensils

One of the most important tools in a mage's arsenal is his writing utensil. Most mages invest well into a good fountain pen, because of their interchangeable nibs, ability to change out the inks to suit their preferred color and spell ink, and their ornamental nature. Less well-off mages will scribe spells using a plain ballpoint or even pencil.

Quills and Reed Pens

A reed pen is a pen cut from a reed or bamboo, with a slit in a narrow tip. Reed pens were replaced by quills. A quill is a pen made from a flight feather of a large bird. Quills were used as instruments for writing with ink before the metal dip pen. Quill pens were used in medieval times to write on parchment or paper. Using a reed pen or quill increases the time it takes to scribe a spell by 2, rounded up to the nearest minute or Combat Point.

Dip pen

A dip pen consists of a metal nib with capillary channels, like that of a fountain pen, mounted on a handle or holder, often made of wood. A dip pen has no ink reservoir and must be repeatedly recharged with ink while drawing or writing. They have the benefit of being rather cheap, and can provide very high quality spells, and can switch inks by simply using another ink. Using a dip pen increases the time it takes to scribe a spell by 1½, rounded up to the nearest minute or Combat Point.

Ballpoint pens

These range from a cheap pens in a plastic casing, and a unibody pen and nib combo, all the way to your premium ballpoints with interchangeable cartridges. Ballpoint pens use oil based ink, and have enough ink to scribe 30 spells before requiring the cartridge to be replaced or the entire pen body to be replaced.

Disposable Pens These pens are a standard cheap bulk pack of pens used for everyday writing, note taking, and other miscellaneous writing. When they are empty, you throw them away. They come in packs of 30. Using a disposable pen increases the time it takes to scribe a spell by 2, rounded up to the nearest minute or Combat Point.

Cartridge pens These pens use a replaceable cartridge system, that allows the keeping of the pen body. Because of this, ink can be changed without any problems, but the selection of ink is more limited, and it is more problematic. Changing an ink cartridge costs 6 Combat Points.

Basic Fountain Pens

Fountain pens are pens that contain an internal reservoir of water-based ink, that feed on paper via gravity and capillary action. Unlike ballpoint pens, they are filled manually, which allows for custom colors and ink styles. They also lend themselves to be highly customizable, with different nibs and bodies.

Customized Fountain Pens

Often expensive, these upscale fountain pens provide a more personalized touch whether scribing spells, or writing notes or letters. A fountain pen has three parts that can each be customized in various ways: The Nib, which is the tip of the pen used to write with, the Body, which is the external shell of the pen which holds the other parts together, and the Reservoir, which is the part of the pen which actually holds the ink.

Nibs Nibs have two properties. The first is how wide their tips are, and the second is the material they're made of. Standard fountain pens use a fine stainless steel nib. A nib with a wider tip puts more ink onto the page with each stroke, while nibs of different materials can greatly affect a pen's general ability to write.

Nib Width

Xtra Fine A fountain pen using an Xtra Fine nib can scribe 50% more spells than a fine nib, but any ink bonuses are halved.

Fine A fine nib can scribe the standard number of spells per unit of ink, and applies the standard bonuses from any ink used.

Medium A medium nib creates a deeply colored line, but uses more ink than a fine nib. A medium nib can scribe only 70% as many Spells per fill as a fine nib, but gains +1 additional SP when using Spell Ink of the appropriate school, and a -4 additional penalty when using spell ink of an inappropriate school.

Broad A broad nib creates wide, dark stroke, but uses far more ink than a finer nib would. A broad nib can scribe 40% as many spells per fill as a fine nib, but gains +2 additional SP when using Spell Ink of the appropriate school and a -8 additional penalty when using spell ink of an inappropriate school.

Nib Material

Steel Steel Nibs are the standard nib used in most modern entry level fountain pens, and have no special rules regarding their use other than their width.

Gold A traditional material, various gold alloys have been used for fountain pen nibs since their invention. Gold Nibs are more flexible than steel ones, adapting more readily to an individual's writing style. Using a Gold Nib decreases the time it takes to scribe a spell by 2, rounded up to the nearest minute or Combat Point.

Mithril Mithril Nibs are very flexible, often to a detrimental degree when used with a standard nib design, and so typically Mithril nibs feature elaborate designs with 3, 4 or more tines per nib. Because of their extreme flexibility, a character scribing with a Mithril nib can choose whether to gain the benefit of a fine, medium or broad nib. Scribing a spell with a Mithril nib as a fine nib counts a scribing 1 spell. Scribing a spell with a Mithril Nib as a Medium Nib counts as scribing 2 spells. Scribing a spell with a Mithril Nib as a Broad nib counts as scribing 3 spells.

Adamantine Adamantine Nibs are very durable and inflexible. When scribing Abjuration spells of the Damage Reduction subschool, the DR is increased by 2 and the AP is doubled. When scribing Transmutation or Enchantment spells, any created or upgraded weapon has the properties of an adamantine weapon for the spell's duration. This effect only applies to spells with a limited duration. When used for stylus attacks, a fountain pen with an adamantine nib is not a touch attack, deals Piercing damage, has a +2 damage bonus per damage die, and destroys armor at a faster rate in the same

way an adamantine weapon does. Using an Adamantine Nib increases the time it takes to scribe a spell by 4, rounded up to the nearest minute or Combat Point.

Nullsteel Nullsteel is a strange and virtually weightless material that floats in the air. Similarly, a nullsteel nib reduces the "weight" of spells. A spell that is scribed using a nullsteel nib can be released only a single time, but doesn't deteriorate the surface it's written on, allowing a single sheet of paper to be used and re-used endlessly.

Evok alloy, Standard Evok alloy Nibs are attuned to a specific element. When used to make a stylus attack or scribe a spell that deals damage, half the damage is converted to the element of the evok alloy. When scribing abjuration spells that protect against the nib's element, the AP is increased by 50%. When scribing evocation spells that deal damage of the nib's element, all rolled 1s are treated as 2s.

Evok alloy, High Quality High Quality Evok alloy Nibs are attuned to a specific element more strongly than standard evok alloys. When used to make a stylus attack or scribe a spell that deals damage, the damage is entirely converted to the element of the evok alloy. When scribing abjuration spells that protect against the nib's element, the AP is doubled and the DR is increased by 2. When scribing evocation spells that deal damage of the nib's element, the maximum amount of dice that can be added to a spell is increased by 3 and when dealing damage, all rolled 1s and 2s are treated as 3s.

Nib Material Cost (Any Width)	WP
Steel	1
Gold	5
Mithril	6
Nullsteel	6
Adamantine	18
Standard Evok alloy	22
High Quality Evok alloy	40

Table 15: Nib Cost

Body

The body of the pen holds all of its internal components together and typically includes a snapping or screw on cap to protect the nib. Typically magical fountain pen bodies are made of wood or other natural materials that facilitate their use as styli. Pens with plastic or metal bodies can serve as writing implements, but not as styli.

Plastic/Aluminum Available in a wide range of colors and styles, even some that glow in the dark, these pen bodies are great for people who like to have multiple different pens for different purposes, whether it's for note taking, calligraphy, or color coding of pens with different kinds of ink. Plastic and Aluminum pen bodies are not suitable as styli.

Hardwood Available in many varieties, from oak to maple, these hardwood pens are the standard pen body material.

Tool Body This pen body includes interchangeable tool heads opposite the nib, multiple rulers embossed on its side, and

an embedded level. Because of the more limited space inside the pen body, a pen with a tool body can only use disposable cartridges. A pen with this body is also considered a multitool. This pen body is unsuitable as a stylus.

Glassteel This transparent pen body provides an easy view of the pen's reservoir and allows someone to tell at a glance how many spells they can scribe with it. This pen body is unsuitable as a stylus.

Bone Relatively rare in most cases, a Bone pen body is carved from the bones of some kind of creature. When scribing a damaging spell, or making a stylus attack with a pen with a Bone pen body, the character gains 2 damage dice when targeting a creature of the same type as the creature the Pen Body was made from the bones of, but they lose 2 damage dice when targeting a creature of a different type. The cost of a Bone pen body varies based on the creature type the bones it's made from came from. Making pen bodies from the bones of sapient creatures is typically frowned upon, and seen as unnecessarily macabre and taboo.

Darkwood Preferred by those seeking a more robust feel, the light weight of a darkwood pen body is nimble in the hand, while the grain of the wood provides a sure grip, which are both desirable features for a Stylus. When retrieving a fountain pen with a darkwood pen body from a pocket, bag, pouch, or MOLLE the CP cost is 3 less. When using a fountain pen with a darkwood pen body as a stylus, the CP cost to fire it is 1 less.

Bonewood Bonewood is magically tuned, making excellent styli and aetherweapons. When using a Bonewood Pen Body, Styli attacks have a +1 damage die.

Shadowstone Considered an oddity by most mages, this pen body has been laboriously milled from a piece of shadowstone, and expertly carved and lacquered. An invoker can use a pen with this body as they would any other shadowstone, but it also has a more subtle use. When an invocation is stored in a shadowstone pen body, its effect will be subsumed by the next spell that is scribed by the pen, and the target of that spell receives both the effects of the spell and the invocation. However, there are some drawbacks to this. When scribing a spell in this way, the mage and the invoker are each limited to half of their maximum SP and IP respectively, and the mage is unable to benefit from any spell ink used. Not adhering to these limitations invariably causes the scribed spell to fail, and do nothing when released.

Pen Body	WP
Plastic/Aluminum	1
Glassteel	2
Tool Body	4
Hardwood	6
Bone (Animal)	10
Bone (Other)	20
Bone (Sapient)	40
Darkwood	20
Bonewood	40
Shadowstone	40

Table 16: Pen Body Cost

Cartridge

The reservoir is the part of the pen that holds all of the ink. A standard fountain pen uses a Piston Cartridge.

Disposable Cartridge Disposable cartridges hold enough ink to scribe up to 10 spells. Unlike piston cartridges, they can't be refilled and have to be thrown away when empty. Despite this, they're mass produced and usually economical, though ink selection is more limited.

Piston Cartridge This Pen Cartridge holds enough ink to scribe up to 10 spells before needing to be refilled. The pen is refilled by suction caused by it's internal piston.

Reservoir Cartridge Rather than holding the ink in a removable cartridge, some people find value in not using such devices at all, using the fountain pen's entire body as it's ink reservoir. A fountain pen using a reservoir cartridge can be refilled twice using a single unit of ink and can scribe 40 spells before needing to be refilled. Unfortunately, because all the ink is contained in the pen body, the pen can't be refilled as easily. Cleaning and refilling a reservoir pen takes 5 minutes.

Bladder Cartridge Often seen in older pens, this style of pen cartridge is made from a flexible rubber bulb and includes a small lever that can compress the bulb from the outside of the pen. A bladder pen is very fast to refill, but hard to do so precisely. When refilling a bladder pen, the nib is submerged in an ink vial or pouch and the lever is used to draw ink into the pen. Refilling a pen with a bladder cartridge costs 3 CP, empties the Pen and then refills it with enough ink to scribe 3d4+2 spells.

Ink Cartridge Types	WP
Disposable Cartridge (8), Standard Ink	1
Disposable Cartridge (4), Weak Spell Ink	4
Disposable Cartridge (4), Standard Spell Ink	12
Piston Cartridge	2
Reservoir Cartridge	0
Bladder Cartridge	1

Table 17: Pen Body Cost

Premade Pens

Starter Fountain Pen (3 WP) Sold cheaply in many office stores, this fountain pen has a plastic or aluminum body, a Fine or Xtra Fine Steel Nib and comes with a package of disposable ink cartridges.

Standard Fountain Pen (9 WP) These pens are the standard among serious fountain pen users. Featuring a hardwood pen body, a fine or medium steel nib, and a piston cartridge, this versatile pen is ready for most writing tasks.

Premium Fountain Pen (27 WP) Experiencing a recent revival in popularity, these pens are also often given as gifts among white-collar professionals. A Premium fountain pen features a lacquered Darkwood Pen Body, a Fine or Medium Gold Nib, and a Piston Cartridge.

Demonstrator Fountain Pen (7 WP) These attractive pens are common favorites of artists and creatives. They feature a Glassteel Pen Body with a broad golden nib. Rather than cartridges, demonstrator pens commonly use their pen body as ink reservoir, in order to continuously feed their broad nibs the proper amount of ink.

Multi-tool Pen (6 WP) This unusually popular pen has an embedded level, screwdriver, and other useful features. It features a Tool Body, a Fine Steel Nib, and a package of Disposable Ink Cartridges.

Brushes

Brushes encompass most art brushes, including the standard paintbrush to fine calligraphy brushes, that use paints and inks to mark surfaces for scribing. As long as it is cared for properly, a brush will last forever.

Chalk

This chalk is ordinary sidewalk or blackboard chalk, that allows a mage to write on nearly any hard, dry surface, and scribe spells in a multitude of places. A piece of chalk will last for 5 spells. The price listed is for a carton of five chalk boxes and each box has twelve pieces of chalk each.

Crayons

Crayons are sticks of colored wax, used for writing and artwork. They are often given to young children to color books, but have been used by professional artist as well. Crayons are useful for writing on hard, glossy surfaces such as glass, but they are very sensitive to heat, and will melt if exposed to heat even briefly. A crayon will last for 8 spells. Crayons come in a box of 240 crayons.

Pencils

These graphite lead tipped writing devices are good for writing out spells that you wish to change on the fly, as the marks can be erased and rewritten in order to modify parameters. The type listed here are the mechanical pencils, preferred as they don't need a sharp tool to resharpen if the lead is broken. The downside is that they can only write on wood pulp, cotton, waterproof, bonewood or gypsum paper. They do last longer than any other writing utensil, at 50 spells before the graphite lead needs to be refilled.

Spell Pencils

Spell pencils are pencils that have graphite that is impregnated with a fine metal alloy, increasing the longevity of a written spell. They increase the number of times a spell can be released before it deteriorates, for their selected spell schools, adding to the total number of castings given by the specific writing surface, but reduce the total amount of SP that can be used on the spell, to a minimum of 1 SP. This reduction is after any feats, skills, or racial abilities. Like standard pencils, they can only write on wood pulp, cotton, waterproof, or bonewood paper. This bonus is only given for a specific spell school. Each pencil last for 25 spells before the graphite lead needs to be replaced.

Standard Spell Pencil +2 Castings to selected spellschool when using that pencil to scribe spells, -4 SP penalty to the total spell's max cost.

Potent Spell Pencil +5 Castings to selected spellschool when using that pencil to scribe spells, -10 SP penalty to the total spell's max cost.

Mastercraft Spell Pencil +8 Castings to selected spellschool when using that pencil to scribe spells, -16 SP penalty to the total spell's max cost.

Engraving Tools

Engraving tools are tools used to etch a design into a piece of material, most often wood or a soft metal. The tools listed here include both rough and fine instruments. Using engraving tools requires the Engraver Scribe feat, and can not be used without that feat.

Tattoo Kit

This kit includes everything needed to draw on skin and create artistic expressions of body art, as well as tattoo spells onto the body. It comes with all the necessary needles, gloves, dip cups, solutions, and the tattoo machine itself. It does not include the tattoo inks.

Object	Sz.	Wt.	Cost	Restr.
Quills and Reed Pens	T	0.1	0	None
Dip Pen (4)	T	0.1	1	None
Disposable Ballpoint Pen (30)	T	0.1	1	None
Disposable Ballpoint Pen, Waterproof (2)	T	0.1	6	None
Ballpoint Cartridge Pen	T	0.1	4	None
Brush	T	0.2	6	None
Carton of Chalk	S	0.5	1	None
Crayons	T	0.1	1	None
Basic Fountain Pen	T	0.2	8	None
Pencil	T	0.1	1	None
Spell Pencil, Standard	T	0.1	4	None
Spell Pencil, Potent	T	0.1	9	L
Spell Pencil, Mastercraft	T	0.1	16	R
Engraving Tools	S	2.5	10	None
Tattoo Kit	M	5.0	11	None

Table 18: Writing Utensils

Writing Surfaces

The surface a mage chooses to write on is nearly as important as what they choose to write with, sometimes even more so. The quality of the writing surface determines how many times a mage can use the same writing surface. Cheaper surfaces, such as plain copy paper, are burned up after a single use, while more permanent surfaces, such as concrete or brick, can literally be used an unlimited amount of times.

Wax Tablet A wax tablet is a tablet of wood that is covered with a layer of wax that is used to write on, usually linked to a cover piece. Wax tablets are usually created with a wooden, steel, or plastic stylus, which is a small pen-like tool used for making indents and words in the wax. Wax tablets are good for mages of all types as they provide a reusable, waterproof and reasonably durable surface to practice and cast spells from. When a spell written on a wax tablet is released, the heat from the spell melts and removes the wording, smoothing out the tablet to be used again. Using a wax tablet increases the time it takes to scribe a spell by 5 times the normal amount, rounded up.

Whiteboards and Blackboards A blackboard is a reusable writing surface on which spells can be written on with pieces of chalk. Often seen in old classrooms, many portable versions exist and can be used. Whiteboards are their modern replacement, exchanging the slightly rough textured black board for a smooth, glossy white surfaced board, on which felt tipped markers that contain non-permanent ink are used to write on the surface. Glass can also be written on as if it were a whiteboard. Spells written on blackboards or whiteboards burn up after being used, but the surface is clear, and allows for another spell to be scribed. The entry listed is for a blackboard or whiteboard that can accommodate a single spell.

Wood Pulp Paper This type of paper is what most people think of when talking about paper, and encompasses paper such as notebook paper, bulk printer paper, and your standard legal tablet paper. While cheap and plentiful, it is extremely fragile, with a single point of damage to the paper, or being dropped in water or other damp material will render both the paper and the spell written on it completely useless. They are also one time use, as the energy from the spell releasing ignites and burns the paper. This paper comes in 1,000 page reams, or in 10 packs of 100 page spiral bound or sewn bound books.

Cotton Paper This paper is made from cotton fibers, creating a strong, flexible paper. It is of a higher quality than wood pulp, adsorbs ink more easily, has been known to last hundreds of years without fading, discoloration, or deterioration, and can incorporate watermarks for verification. It also holds up much better if accidentally wet, but the ink will run, and the spell will have to be rewritten. Because of these qualities, it is the de facto standard for spell paper, as well as official documents such as dissertations, important books, and drawing paper. It can be purchased in loose pages of 100. Spells written on cotton paper can be cast a total of 3 times before the paper gives out and burns.

Weatherproof paper This paper is made from a porous, synthetic film base that adsorbs ink in any situation, including underwater. The spells will work even when wet or even frozen. Ballpoint pens must be used in order to take advantage of the waterproofness, as water-based ink will simply wash out from the sheet. Spells written on waterproof paper can be cast a total of 2 times before the paper gives out and burns. Weatherproof paper comes in loose pages of 100.

Parchment Parchment is a thin material made from the hide of sheep or goats, that was used for writing before the advent of cheap, easily manufactured paper. The art of parchment making

is still alive and parchment makes some of the best spellpaper, because of its resilience, and even reusability. Spells written on parchment can be cast a total of 5 times before the parchment breaks down into a fine powder. Spells on parchment can be washed off completely and a new spell can be written over, but that does not restore its strength. Once 5 spells have been cast from that particular sheet of parchment, the parchment is useless. Parchment can be purchased in loose pages of 50.

Vellum Vellum is high quality parchment, usually made of calfskin. It is some of the highest quality paper that any mage can get their hands on, with spells being able to be cast a total of 8 times before the paper breaks down. Like parchment, it can be washed and cleaned and reused, if need be. Vellum can be purchased in loose pages of 50.

Bonewood paper This is paper made of Bonewood, some of the best paper a mage can use for magecraft, with spells being able to be cast a total of 15 times before the paper breaks down. Bonewood paper comes in loose pages of 25.

Gypsum paper This is paper made of bonewood paper that has been impregnated with powdered gypsum and treated to preserve its suitability as paper, that increases its fire resistance and longevity. This is the absolute best paper a mage can use for magecraft, with spells being able to be cast a total of 30 times before the paper breaks down. Gypsum paper comes in loose pages of 25.

Cloth Cloth spans the various types of surfaces used for paintings, but can also include makeshift canvases, such as torn sheets, clothing, or any piece of cloth with enough writing space to scribe a spell. Generally, cotton, linen or hemp cloth is used when scribing, but spells can also be scribed on heavier cloth such as denim. Cloth requires brushes instead of pens, with ink being the primary medium to use. Spell written on cloth can be cast a total of 4 times before the cloth fibers break down and become unusable. They are sold in 2 yard bolts. The two yard of cloth can be cut into 24 small pieces or 4 medium pieces, as the purchaser requires. Small pieces of cloth can be put into spell books. Small pieces of cloth can accommodate one spell, Medium sized pieces of cloth can accommodate 6 spells, and Large pieces of cloth can accommodate 12 spells. Multiple spells on cloth, when cast, only destroy that part of the cloth; the rest of the cloth stays intact. Cloth is purchased in 2 yard rolls.

Spell book This isn't truly a writing medium, but rather a means to keep loose pages together. The spell book is built from loose leaf pages that are purchased on their own. The spell book can hold up to 300 loose leaf pages, and has a slot for a single writing utensil, a stylus, and space for a small lock. Pages can be freely added or removed from the spell book. This is a simple leather spell book, more ornate versions can cost more.

Skin and Tattoos Skin surface involves painting or drawing a spell onto someone's skin, or one's own skin, using various paints. When casting a spell from the skin, the person bearing the spell takes 1d2 XHP damage, as the spell slightly singes the skin. Spells written atop the skin are one time use, as the paint burns free once the spell is activated. Tattoos are somewhat different, as they are

under the skin's protective dermis layer, allowing the spell to be cast ten times before it is an unrecognizable blob. When casting a tattooed spell, the person bearing the spell takes 1d2 CHP damage per cast. A medium sized body can store up to 8 spells on one's body through tattoos, and 8 spells through painting. A small sized body can store up to 7 spells on one's body through tattoos, and 7 spells through painting. Tattoos can also be crafted on consenting mages, provided they have at least 1 rank in the spellschool, and the SP cost is no more than the scribing mage's total modifier in the requested spellschool, and the SP cost is no more than double the recipient's total modifier in the spellschool, rounded down, so long as they have the Engraver Scribe feat to accomplish this.

Engravings Engraving is the practice of incising a spell into a hard, flat surface, by using hand tools to cut grooves into it. Precious metals such as gold and silver are traditionally used, as is glass for its relative inexpensiveness and sharpness of image. Select pieces of hardwoods are also used, such as lemon-wood or cherry, but must be selected and cut especially for engraving. Spells that are engraved do not have a cast limit, as they are permanently scribed into the hard material, but the engraving process is long and arduous, taking 10 times the amount of time it would take to write out the spell. Engravings can also be done for another mage, provided that they consent to the engraving and assist in its creation, provided they have at least 1 rank in the spellschool, and the SP cost is no more than double the recipient's total modifier in the spellschool, rounded down.

Surface Writing Surface writing encompasses using paint, chalk, spray-paint, crayon, or any kind of writing utensil to write on any large surface as a wall or floor. Despite having various types of surfaces and substances, the marking element usually sits atop the surface instead of adsorbing in like papers, or is engraved, like engravings. As such, the spell can be scribed, but only can be cast once before it has to be rewritten. The surface will also have small singe marks from the last spell cast, making it noticeable.

Object	Sz	Wt	Cost	Restr
Wax Tablet	S	0.5	1	None
Whiteboard and Blackboard	L	2.0	3	None
Wood Pulp Paper, Ream (1,000)	M	2.5	1	None
Wood Pulp Paper, 100 page book (10)	S	0.3	1	None
Cotton Paper, Loose Leaf (100)	S	0.4	1	None
Weatherproof Paper, Loose Leaf (100)	S	0.4	1	None
Parchment, Loose Leaf (50)	S	0.1	5	None
Vellum, Loose Leaf (50)	S	0.1	20	None
Bonewood Paper, Loose Leaf (25)	S	0.1	75	None
Gypsum Paper, Loose Leaf (25)	S	0.1	175	None
Cloth, 2 square yards	L	1.0	1	None
Spell Book	S	1.1	2	None
Engraving Plaque	S	2.5	2	None

Table 19: Writing Surfaces

Paper Formats

Below are the types a paper may be formatted to, giving it additional effects or even changing its use. All paper formats simply add their cost to the type of paper the characters are purchasing.

Each cost is for a single packet of the selected paper formatting. Formats can also be combined, combining the cost as well.

Scroll Paper Scroll paper is paper that has been formatted to be usable by anyone with magical aptitude in the same spellschool the paper is written in. While it does take spell points to craft a spell or scroll, it only takes a single point in the selected School in order to release it. Scroll paper may be released by anyone who possess at least a single rank in the school the scroll is, and is written in a format that clearly shows the effects, the power word, and even the amount of releases it has, based on the type of paper. The downside is that anyone who does know the power word can release the spell, so the power word must be more closely guarded. Because the words of scrolls are tuned to that particular piece of paper or parchment and formatting ink, attempting to copy a scroll without the proper training will result in an inert activation upon completion of the spell, destroying the paper immediately. Spells written on scroll paper use 1/4th the normal Mental Limit Cost that they would use if they were a full spell, but this cost can be freely transferred to others by giving them physical control of the scroll.

Beacon Paper Beacon paper is paper that is formatted to attract a specific ranged spell directly to it. In order to use beacon paper, a mage will scribe a spell, and then scribe the exact same spell (for ¼ the SP cost of the original spell, rounded down) onto the beacon paper. When the spell is cast, if the beacon paper is within the first range increment of the spell, the spell automatically targets and strikes the beacon paper, and everything and everyone that may be standing within its direct line of travel, or attached to it. If the beacon paper is not within the first range increment of the spell, however, the spell has a -4 attack penalty. Beacon paper can only be used on spells that have a range increment, and the range increment of the spell stays the same.

Package Paper Package paper is paper that will only release its effect after it has been physical destroyed, such as being torn, cut, ripped, or otherwise not in one piece. Usually used with Enchantment to keep enchantments fresh, it also has defensive and offensive uses to a creative mage. In order to use package paper, a mage scribes on it, covers the package with the paper and then releases the spell. The spell is still readable on the package, but falls under the same rules as reading another mage's spellbook, unless the mage specifically notes what the spell does.

Target Paper Target paper is paper formatted for ranged spells. This spell paper grants a +4 ranged attack bonus for all spells, but costs an additional 3 SP to scribe any non-ranged spells on it.

Blast paper Blast paper is paper formatted for blast spells. This spell paper grants a +15' blast radius increase on any blast spell, but costs an additional 4 SP to scribe any non-blast spell on it.

Quick Paper Quick paper is paper formatted for a quick release of the spell. Any spell cost 1 less Combat Point to release when written on quick paper.

Object	Wt	Cost	Restr
Scroll Paper Packet	0.2	+8	None
Beacon Paper Packet	0.2	+4	None
Package Paper Packet	0.2	+1	None
Target Paper Packet	0.2	+3	None
Blast Paper Packet	0.2	+4	None
Quick Paper Packet	0.2	+2	None

Table 20: Equipment, Formatted Paper

Alchemical Supplies

Glass Globes Glass globes are spherical glass bottles, usually capped with a wood or plastic cork, that are filled with liquids that cause various effects. Glass globes hold 1 unit of liquid and cost 1 WP per 12 globes. All glass globes cause 1d4 slashing damage in addition to the filling if aimed at a creature.

Foil Globes Foil globes are spherical plastic bottles that have a layer of non-reactive metal, usually aluminum, on the inside. They are self sealing once filled with liquid. Foil globes hold 1 unit of liquid and cost 1 WP per 20 globes. They cause no damage when fired or thrown at a creature or target, but spill their contents over the creature or target.

Small Alchemy Kit Mortar and pestle, small pocket scale, test tube stand, multiple various volume beakers and vials, 12" thermometer, ten shallow 4" dishes, glass funnel, basic alchemy ingredients, basic food coloring set.

Standard Alchemy Kit Small Alchemy kit plus Retort, advanced digital scale, licensed alchemy ingredients, basic food flavoring kit.

Deluxe Alchemy Kits Standard Alchemy kit plus Calcinator, Alembic, illegal alchemy ingredients, advanced food flavoring kit, guide book with recipes for making common flavorings.

Object	Sz	Wt	Cost	Restr
Glass Globes (12)	S	0.3	1	None
Foil Globes (20)	S	0.2	1	None
Alchemy Kit, Small	M	23.0	15	None
Alchemy Kit, Standard	L	40.0	35	L
Alchemy Kit, Deluxe	H	75.0	90	R

Table 21: Alchemical Supplies

Psionic Incense

All psions are required to meditate for 1 hour every day. Psions can enhance their abilities by meditating during this hour with psionic focused incense burning. Incense is is aromatic biotic material that releases fragrant smoke when burnt. When burned during meditation, it grants a psion a particular boost to their psionic power in some way, as noted below. Using more than one incense at a time grants no bonuses, and the character is considered Sickened for 1 hour.

Mental Focus Incense Mental focus incense increases the amount of Psionic Power (PP) a Psion can use beyond their natural skill, temporary elevating their powers for a limited amount of uses. After meditating with a Mental Focus Incense, a Psion can use +5 more PP per power for a number of uses, dependent on the level of potency. Mild incense can use the bonus 1 time, potent incense can use the bonus 4 times, and powerful incense can use the bonus 10 times. A psion does not have to use all of the bonus PP given in order to trigger the bonus's use; using even a single bonus point counts as a use. These bonuses last until the psion has to meditate again.

Mental Insight Incense Mental insight incense increases the amount of Psionic Power (PP) a Psion can use beyond their natural skill, temporary elevating their powers for an unlimited amount of uses, at the cost of the speed of their mental power manifestation. After meditating with a potent Mental Insight Incense, a Psion can use +3 more PP per power for an unlimited amount of uses, at the cost of increasing the Combat Point cost of activating psionic powers by +1. After meditating with a powerful Mental Insight Incense, a Psion can use +6 more PP per power for an unlimited amount of uses, at the cost of increasing the Combat Point cost of activating psionic powers by +2.

Mental Sharpness Incense Mental sharpness incense focuses on increasing the speed of activating psionic powers, at the cost of their psionic skill. After meditating with a potent Mental Sharpness Incense, a Psion's cost for activating psionic powers is reduced by 1, at the cost of being unable to use 3 less PP per power. After meditating with a potent Mental Sharpness Incense, a Psion's cost for activating psionic powers is reduced by 2, at the cost of being unable to use 6 less PP per power.

Object	Sz	Wt	Cost	Restr
Mental Focus Incense, Mild (10)	D	0.1	2	None
Mental Focus Incense, Potent (5)	D	0.1	2	None
Mental Focus Incense, Powerful	D	0.1	2	None
Mental Insight Incense, Potent	D	0.1	2	None
Mental Insight Incense, Powerful	D	0.1	5	None
Mental Sharpness Incense, Potent	D	0.1	2	None
Mental Sharpness Incense, Powerful	D	0.1	5	None

Table 22: Psionic Incense

Magical Materials

Magical materials are materials that act counter to standard material behavior, and have properties that are beneficial and desired. When upgrading or building a weapon out of a magical material, the contact, the handle, or both, may be built out of the material, so long as the contact or handle is made or can be made from a comparable material. The price increase is per contact, or handle; making a weapon out of both doubles this cost. Non-ballistic ammunition can also be made of these materials, the cost of this being for one full set of what is sold (for example, Arrows are sold in sets of 20 arrows). The cost is for a single area. When upgrading materials on a weapon, no upgrade points are used and the weapon retains it's full prior upgrades that were on it previously.

Adamantine This ultra hard base metal is found deep in the center of mountains near deposits of iron. Any piercing or slashing weapon with a metal contact can have a contact made of adamantine, granting a +3 damage bonus to the base damage stats of the weapon, and increasing the weapon's weight by 150% per area, and increasing the weapon's cost by 500% per area. Adamantine weapons also destroy armor at a faster rate. The AP lost from an adamantine weapon is doubled. Adamantine also grants the weapon one additional upgrade point, per contact or handle, wherever it is installed.

Darkwood Darkwood is wood that is extremely strong for its weight, that is harvested from the darkwood tree. Darkwood trees are known for their delicate nature when growing and require near-constant management in order to yield enough wood to be useful. Any Melee weapon with a wood contact or handle can be made from darkwood, that decreases the weight by 25% per area or 50% if both the contact and the handle are made from darkwood. Because darkwood is lighter without sacrificing strength, it grants a +5 bludgeoning damage to all weapons that have a contact made from it. Weapons made with darkwood have a 200% cost increase per area. Darkwood can be used for non-metal contacts, and for handles.

Bonewood Bonewood is a wood that is a stark blached white, that is harvested from the bonewood Tree. Bonewood trees are known for their terrifying appearance, with the blached white wood and blood red leaves. It is a fruit producing tree that produces *Malus Cibus*, more commonly known as a meat apple. Bonewood is magically tuned, making excellent styli and aetherweapons. Styli made of bonewood have a +1 damage die, and aetherweapons made of bonewood have a 50% increase in their charges. Objects made with bonewood have a have a 300% cost per area. Bonewood can be used for non-metal contacts, and for handles.

Mithril Mithril is a shiny metal, often mistaken for silver or nickel at first glance. It is lighter than steel but just as strong. Any melee weapon with a metal contact can have a contact made of Mithril. Any weapon made from Mithril is considered one size smaller for the purpose of Combat Point Cost. Any weapon made of Mithril reduces it weight by 45% per area, and can use the Combat Point cost for attacking as if it were one size smaller. When enchanting Mithril, all enchantment effects with numerical values are doubled. Weapons made with Mithril have a 600% cost increase per area.

Glassteel Glassteel is a translucent, strong material, mined on volcanic islands. It has a translucent green color. Glassteel has all the benefits of glass, without worrying about breakage or fragility. Any piercing or slashing melee weapon, or piercing ammunition can be made from glassteel. Weapons and ammunition made with glassteel have a 400% cost increase per area. Glassteel can be used for contacts.

Shadowstone Shadowstone is a cloudy purple crystal that has a faint glow to it. Shadowstone has the ability to store incantations, which can be given to non-invokers to use. Each shadowstone can hold one incantation, that can be used once. Incantations are stored in the shadowstone by whispering the incantation to the stone. The activator of the shadowstone receives any effects the incantation

grants. Shadowstones can also store a single recipe, which can be used by the invoker that stored the recipe. The cost is for a single shadowstone.

Nullsteel Nullsteel is a odd material plucked out of the air of mines deep underground. It lacks weight, and will float in the last position it was left in. Any piercing, slashing, or bludgeoning weapon can be made of nullsteel. Weapons made entirely of Nullsteel have no weight, allowing them to be used to their fullest. When using a weapon with a Nullsteel contact, the Damage due to the Power modifier is multiplied by 1.5. Weapons made with Nullsteel have a 500% cost increase per area. Nullsteel can be used for contacts and handles.

Elemetals and Evokalloys Elemetals are base metals that are attuned to one of the five evocational elements. They're simply too hard and brittle to be used on their own and are often alloyed with iron and carbon. Firearm barrels, melee weapons with metal contacts, and arrow and crossbow heads can all be made with Evokalloys, imparting the characteristics of the metal on the ammunition or the weapon. Evokalloys come in two forms, standard and high quality. Standard quality alloys are undetectable at first glance, only when tapped or struck will their energy be known. High quality alloys have waves of either blue, red, yellow, green, or white through the metal, and are quite noticeable even at a cursory glance. Melee weapons made with standard quality Evokalloys have a 400% cost increase per area, and grant a +1 cold, fire, concussive, acid, or electric damage bonus. Melee weapons made with high quality Evokalloys have a 700% cost increase per area, and grant a +3 cold, fire, concussive, acid, or electric damage bonus. Firearm barrels made from standard quality Evokalloys cost 100% of the firearm's cost and grant a +1 cold, fire, concussive, acid, or electric damage bonus to any round fired through that barrel, and firearm barrels made from high quality Evokalloys cost 150% of the firearm's cost and grant a +3 cold, fire, concussive, acid, or electric damage bonus to any round fired through that barrel.

Object	Sz	Wt	Cost	Restr
Adamantine	M	10.0	40	None
Darkwood	M	5.0	10	None
Bonewood	M	5.0	100	None
Mithril	M	2.5	50	None
Shadowstone	T	0.2	5	None
Nullsteel	M	0.1	90	None
Glassteel	M	4.5	30	None
Elemetal	M	3.8	80	None
Evokalloy	M	5.3	120	None

Table 23: Magical Materials

Magical Artifacts

This section contains special, one of a kind magical artifacts from long ago, created by powerful mages who were able to unlock magical secrets, that have once again been lost to time.

Magical artifacts are one of a kind items, and usually can not be bought, only traded, liberated, or stolen from their owners. They usually have had many owners, and exchange hands in various ways. They should be used as goals during a campaign, either to retrieve, investigate, or guard from discovery.

Books of Color

The books of color are a set of books written by the Grand Mage Henry "Questio" Hu, that spell out secrets to each spell school, and a final book that covers every spell school and the basic secrets of magecraft in general. Each book is well built, with a velvet cover of the book's color, written with gold ink. The books are written in Latin, and in order to use the books, a mage must be able to read and write Latin. Each color corresponds with a different spell school and gives different effects, as listed below. Most mages, and those who practice the arts regard the Books of Color as mere legends, and foolhardy hunts for new mages.

Book of Red

The book of red corresponds with Divination. When this book is used to scribe Divination spells and Divination enchantments, a character gains +17 SP towards all spells and enchantments.

Book of Green

The book of green corresponds with Abjuration. When this book is used to scribe Abjuration spells and Abjuration enchantments, a character gains +15 SP towards all spells and enchantments. Also, all spells and enchantment receive both base cost options, for the price of one.

Book of Blue

The book of blue corresponds with Conjunction. When this book is used to scribe Conjunction spells and Conjunction enchantments, a character gains +15 SP towards all spells and enchantments. Also, all healing spells, automatically stop all bleeding, and all teleport spells natively support both living and non-living objects.

Book of Purple

The book of purple corresponds with Enchantment. When this book is used to scribe Enchantment spells, a character gains +20 SP towards all spells.

Book of Yellow

The book of yellow corresponds with Illusion. When this book is used to scribe Illusion Spells and Illusion Enchantments, a character gains +15 SP towards all spells and enchantments. Also, the spell length is doubled for every spell.

Example: A spell that lasts 3 days now lasts for 6 for no extra cost.

Book of Orange

The book of orange corresponds with Evocation. When this book is used to scribe Evocation spells and Evocation enchantments, a character gains +15 SP towards all spells and enchantments. Also, all enchantments and spells have a damage bonus equal to the half the dice size rounded up per dice.

Example: A spell that has a damage of 2d6 would have a bonus of +6.

Book of Black

The book of black corresponds with Necromancy. When this book is used to scribe Necromancy spells and Necromancy enchantments, a character gains +15 SP towards all spells and enchantments. Also, the Resurrect enhancement's time from death is extended to 1 week.

Book of White

The Overbook. The overbook is the base book that ties all the books together. This book grants a character gains +12 SP towards any spell and the bonus will stack with any other book that is used.

Book of Brown

The book of brown corresponds with Transmutation. When this book is used to scribe Transmutation spells and Transmutation enchantments, a character gains +15 SP towards all spells and enchantments. Also, this book makes any upgrade or downgrade permanent, any ingot change permanent, or any transmuted object, ammunition or weapon, permanent.

Book of Magical Proofs

The Book of Magical Proofs was Grand Mage Henry "Questio" Hu's keystone project, and his final project. This book provides a complete proof set of every magical proof, as well as further hidden secrets of magecraft. Despite this being his final project, the book actually bears a plain leather spellbook appearance. The books are written in Latin, and in order to use the books, a mage must be able to read and write Latin, and they must be proficient in at least one spell school. If any character reads the book, with understanding, and finish it, the character no longer has to write spells down, or use a stylus for any spell, merely snapping their fingers or clapping their hands together to cast any spell they are capable of writing. The spell fires immediately, as if it was cast normally. The book does come with a cost, however. After reading the book, the character rolls from the Explosives and Extremity damage table once. A roll of the head immediately removes the head from the reader, killing them immediately and disallowing any revival whatsoever. A roll of the chest causes the character to suffer 10d3 bleeding damage immediately, and their CHP is permanently reduced by 75%, rounded down. Any other roll immediately removes that limb from the character permanently. If the character chooses to read the book again, they instead gain a permanent +20 SP bonus to all spell schools they have ranks in, but must again roll from the Explosives and Extremity damage table. A roll of the chest causes the character to suffer 10d3 bleeding damage immediately, and their CHP is permanently reduced by 75%, rounded down. Any other roll immediately removes that limb from the character permanently. If the target was already chosen once before, the character rolls again.

Crystal Gems

The crystal gems are special gems that allow the possessor to summon a mystical, magical weapon to their aid. These weapons often have special characteristics and abilities beyond their use as a weapon. Any creature in possession of the crystal is fully proficient in the use of the weapon they summon. Summoning the weapon costs 3 Combat Points. All crystal gems have a +5 attack bonus when using the summoned weapon.

Ruby Crystal

The ruby crystal summons the ruby longsword, a longsword with a glowing red blade. It has the ability to launch a stream of fire 15' from the user in a 5' line. This ability costs 5 Combat Points and deals 4d6 fire damage to all targets within that stream.

Sapphire Crystal

The sapphire crystal summons the sapphire staff, a longstaff with two frosty, blue glowing tips. It has the ability to create an aura of cold with a 10' radius from the user. This ability costs 5 Combat Points and deals 5d6 cold damage to any creature caught in the aura.

Tourmaline Crystal

The tourmaline crystal summons the tourmaline bow, a heavy recurve bow and a magical refilling quiver filled with broadhead arrows. When firing a tourmaline arrow, the user can choose to have the arrow heal for its damage when it strikes a target.

Garnet Crystal

The garnet crystal summons a pair of brass knuckles. When wearing the brass knuckles, the user can ignore the first 10 points of hardness or DR for bludgeoning damage.

Rose Quartz Crystal

The rose quartz crystal summons the rose quartz shield, a light steel shield. This shield can be thrown for its damage and will return to the original summoner after it is thrown. This shield can also turn into a bubble, encasing the summoner in an impenetrable shield, but requires that the summoner stay still and use all of their Combat Points to do so.

Pearl Crystal

The pearl crystal summons the pearl spear, a short spear. The spear can instantly resize itself to rifle bayonet size, long spear size, or its original short spear size. It costs no Combat Points to resize this spear.

Amethyst Crystal

The amethyst crystal summons the amethyst whip, a whip. It has the ability to shock any creature it successfully attacks for 5d6 electric damage. This ability can be used with the attack.

Diamond Crystal

The diamond crystal summons the diamond hammer, a tool hammer. Because of its strength and invincibility, it deals an additional 8d4 bludgeoning damage and can never be broken.

Onyx Crystal

The onyx crystal summons the onyx axe, a broadaxe. It has the ability to deal 1d4 life damage to a single target. This ability costs 5 Combat Points and has a range of 15'.

Emerald Crystal

The emerald crystal summons the emerald bastard sword, a bastard sword. It has the ability to spray acid in a 10' cone. This ability costs 5 Combat Points and deals 5d6 acid damage to any creature caught in the cone.

Seacole's Ring

Seacole's ring is a ring fabled to have been owned by Mary Seacole, the famous field medic. The ring on its own heals 1 point of damage every 2 rounds to the wearer, however, casting a healing spell of any type grants the effects of the healing spell every round for 10 rounds to the wearer. Unlike most items, the effects of the ring stack, and the time is reset back to 10 rounds since the last casting.

Philosopher's Stone

The philosopher's stone is a red, slightly glowing stone, a mythical object known by even the beginner alchemist. When in possession of the stone, it eliminates the necessity for an alchemist to write down their spells before they cast them, simply only having to speak the power word, as well as granting a +5 bonus to Spell school (Transmutation), but only when it is used to cast spells. An alchemist who uses the stone to cast a spell only must have the available ML to cast the spell (if it were written down), and the skill to afford it. The philosopher's stone is powered by the energy of the caster, causing 1d3 CHP damage with each spell used to cast it.

The Survivalist's Ammo Can

This is a plain looking metal US surplus ammo can with sigils drawn all over it. When ammunition is placed in the can and a caliber and type is spoken in its entirety, the ammunition placed in the can will convert and shift into the spoken caliber. The ammo placed into the can changes according to the cost of the ammo placed in the can.

Example: 7.62x39mm FMJ would be "seven point six two by thirty nine millimeter full metal jacket"
If 500 .22 LR rounds are placed into the can and "twelve gauge double-aught buckshot" is spoken, the can will change it into 25 shells.

Houcaster's Fountain Pen

Pen of the renowned (and arguably dead) arcane researcher, Houcaster. This pen seems to have a unlimited supply of ink.

Houcaster's Spellbook

Spellbook of the renowned (and very dead) arcane researcher, Houcaster. All of his spells have been removed; however, the remaining pages are made of a strange material that is resistant to continued spellcasting. This is a 25 page spellbook with spells being able to be cast a total of twenty four times before the paper breaks down.

Houcaster's Tongue

A preserved, dried tongue of the esteemed, but late arcane researcher, Houcaster. It is rather large, possibly the result of an errant spell. Putting the tongue in one's mouth allows the user to communicate with the deceased.

Houcaster's Hourglass

Hourglass of the (assuredly dead) arcane researcher Houcaster. Ever impatient with the amount of time necessary to write his more advanced spells, this magical time piece allows the user to double their scribing speed as long as sand is running. Use of the hourglass reduces all scribing times to 5 minutes maximum.

Houcaster's Hammer and Chisel

Tools of the (unsurprisingly deceased) arcane researcher Houcaster. Any object transmutation occurring with the use of these tools costs only a single Tiny transmuted brick of the required material type to use, up to but not exceeding a Huge size.

Houcaster's Thought Gem

A Fine sized gem that sparkles so brilliantly it can be easily spotted. Houcaster, frustrated with the need for more mental capacity, developed these little gems to boost his magical capabilities. While in possession of a thought gem gives the user a permanent boost of 15d6 to their Mental Limit.

Houcaster's Flask

A rather ornate mithril flask embossed with Houcaster's initials in bone, and attached to a golden chain. Any liquid contained in the flask is infinite, but it permanently reeks of whiskey. Tapping the side and saying the Power Word (EXPELLUS), dispels any liquid inside.

Healing Chime

A silver bell that releases a song like an angel's melody. All conjuration Healing spells cost 4 SP less to create.

Ammonomicon

A old, leather-bound book that bears the worn image of a bullet, the ammonomicon contains vast knowledge and secrets of ammunition and ranged weapons. The ammonomicon can turn any kind of ranged ammunition into any other kind of ammunition within 30'.

Book of the Living Gun

A old, leather-bound book that bears the worn image of a revolver, the book of the living gun holds secrets of firearms unknown to even the most proliferate of users. This book grants a permanent +30 bonus when crafting any ranged weapon. The book can also target any ranged weapon within 30' and change it into any other ranged weapon. Doing this costs 12 Combat Points.

Stone of the Old

A green stone with a hole worn into its center by water or dust. When possessed, it doubles the potency of all Heirloom Cants in length, range, and power.

Shade's Eye

The bulbous, square-pupiled eye of an unknown beast is suspended in a thick purple fluid within a faceted crystal vial. When held in the hand, the Invoker can permanently stay in Shadowstep.

Just a Plain Ordinary Adjustable Wrench

This wrench bears the appearance of a standard 12" adjustable wrench. Upon striking any mechanical object, it repairs it immediately for 1d6 points of HP.

The Judges Hilt

This is a shadowy hilt with glowing purple patterns etched in it. When possessed, it grants a +15 attack bonus to any attack that uses the Shadow Offense Cant, but is barred from using any other weapons of any kind as long as they possess the hilt.

Twisted Horn Totem

Carved from the horn of a buffalo, this Kachina-style effigy doubles all summoned shadows' horn attack damage.

Jaguar's Gift

An obsidian dagger with a jaguar effigy carved into the hilt. Claw attacks from summoned shadows cost 2 less Combat Points.

Brother Turtle's Mantle

A polished tortoise shell belted with steel and made into a small shield. Acts as a buckler when not in use, but when channeled through adds +2 to the base defense of shadow protection.

Aegis Fragment

The cracked fragment of a white metal shield. When possessed, all Abjuration spells can be given 2 types of damage for reduction. These reductions only cost the same SP that a single reduction would cost.

Blade of Black Ice

A longsword with a blade made from obsidian-black ice. It functions as a normal longsword. For 7 Combat Points, this sword can cast a 25' cone spell or a 30' burst line spell that creates either a cone or a wall of solid, black ice. This ice can serve as cover. If this ice receives any fire damage, it explode into painful shards and burning steam that causes 4d8 cold damage with a 10' burst radius from the location that was struck.

Firesoul Longsword

A longsword, made with iron from long ago. It functions as a normal longsword, with a permanent 2d8 fire damage enchantment. For 7 Combat Points, the wielder can swing it and cast a 30' cone of 4d8 fire damage. The wielder can also spend 8 Combat Points to summon the Armor of the Firesoul, which is a set of black and red Full Plate armor, that has the armor points, and all damage reduction values doubled. Any hostile creature within 40' of the character when the armor is summoned must make a Will Saving Throw[TN20] or be panicked for 2d3 rounds. This armor can only be summoned once a day. When the armor loses all of its armor points, it disappears.

Fire "Extinguisher"

This appears to be a standard, run-of-the-mill fire extinguisher, complete with rubber hose and trigger mechanism. Upon use, the character rolls a d%. On a roll of 1-90, the extinguisher fires a 30' long, 5' wide flame out of the tube, causing 3d6 fire damage to all targets caught within the blast. A roll of 91-100 causes the fire extinguisher to work as a normal fire extinguisher would. This item can be used 10 times a day, and refills itself daily.

Hats of the Gunwizards

The hats of the gunwizards are magical hats of various styles, created by the Grandmaster Gunwizard Jerry C. Miculek, jr., who is considered to be "The Greatest Shooter of all time". He imbued his powers to a specific subset of hats, that have been scattered to the winds.

Balaclava of the Operator

The balaclava of the operator is a plain black balaclava, single hole. When worn, the character can perform double taps for 1 Combat Point.

Beret of the Spec Ops

The beret of the spec ops is a black beret, with a simple white "JM" embossed on the hat. When worn, the character can perform autofire and burst fire attacks without any recoil penalty.

Stetson of the Cowboy

The stetson of the cowboy is a simple black stetson hat, with white trim. When worn, the character can perform fanning and potshot attacks for 1 Combat Point, and can double tap and burst fire (Fast ROF) with lever action and pump action firearms.

Fedora of the Untouchable

The fedora of the untouchable is a black felt fedora with a white hat strap. When worn, the character gains a +10 attack bonus when using any cylinder handgun or any autoloading handgun that takes 1911 magazines of any caliber.

Baseball cap of the Sniper

The baseball cap of the sniper is a simple black baseball cap with white stitching, and a velcro front. When worn, the character does

not have to spend any Combat Points to acquire targets when using a firearm that has a telescopic sight or advanced combat sight.

Deerstalker of the Hunter

The deerstalker of the hunter is a checkered black and white deerstalker hat. When worn, a character can fire any attack from any shotgun for 1 Combat Point.

Shotgun of the Novelist

This is a Grandmastercraft side by side 12 Gauge shotgun with a 40' Range increment, with beautiful walnut wooden furniture, and well worn blued barrels. It grants a +20 Craft (Writing) to the last person who fired it, but drains 1d8 Core HP per day from that person. Both effects continue until a new person fires the shotgun, or the last person who fired it dies.

Book of the Kommando

A brown leather bound book that smells of metal preserving agents, this book is embossed with a plain white "K" on the front. The books pages are waxy and slightly sticky to the touch. The possessor of the book can create a Mosin Nagant rifle, fully loaded. The rifle comes with a bayonet and a simple cloth sling. The rifle will dissipate after being fired five times unless the user reloads it using a stripper clip or loose rounds. Only after the rifle dissipates will the user be allowed to spawn another rifle. The user may create any model of Mosin Nagant rifle, including the Obrez.

Kathryn's Labcoat

A pure white labcoat with bright purple trim, it appears as a normal labcoat made with sturdy, hydrophobic synthetic material resistant to chemical spills. Embroidered just above the breast pocket is a pair of bunny ears and the name "Kathryn McFall". When worn any bombs, grenades, or prebuilt explosives used by the wearer has double the damage dice, and the blast radius is doubled. This effect does not apply to fired grenades.

Monochrome Puzzle Cube

A monochrome puzzle cube with six different shades of grey. The cube is mixed up. Upon solving the cube with an Intelligence Check [TN20], The person who solved it is granted permanent True Vision, but turns them colorblind. Only once the cube is as unsolved as it can possibly be, which is also accomplished with an Intelligence Check [TN25], does the person's sight return to normal.

John's house on the Outside

This is a little resin miniature of a blue port-a-jon. When the door is opened, it grows and sprouts to full size. Stepping into the newly sprouted full size port-a-jon reveals a finely tiled bathroom, complete with a working shower, toilet, sink, large bathtub, and various towels, washcloths, shampoos, soaps, and other toiletries for use. When the door is opened and closed again when the occupant leaves, the full size port-a-john shrinks back down to its miniature form.

Amulet of Weathered Truesight

This is a beautiful amulet, hanging from a sterling silver chain, with a beautiful color-changing gem within the center of it. When worn, the wearer will be able to tell the current weather where the amulet is located.

Sweater of Rangeful Protection

This is a rather plain looking pullover green sweater with black accents. When worn, all missed ranged attacks that are attempted within 100' of the wearer instead immediately hit the wearer. One size fits all.

Magical Bags

These bags are the creation of Grand Master Mage Erika Von Jansport, a brilliant wizard in the field of Enchantment, who had an obsession with creating the perfect bag. Below are some of her successful experiments. All of these bags are day pack bags, and bear no external appearance to their extraordinary nature.

Bag of Colding

This is a light blue day pack, with the leather label on the bag appearing to be permanently frosted. When any food object is placed into this bag, it is chilled to a brisk 40F/4C, then immediately ejected. This only works for edible items, as the bag functions like a normal day pack when any non-food items are placed into it.

Bag of Folding

This is a dark brown day pack, that keeps a neat and clean appearance. When any clothing object is placed into this bag, it comes out freshly pressed, and neatly folded. This bag functions like a normal bag when any non-clothing items are placed into it.

Bag of Olding

This worn gray day pack has a rough appearance, but otherwise functions normally. Any object placed within this bag ages at the rate of 15 days for every hour the object spends within the bag.

Bag of Householding

This is a bright pink day pack with a white polka dot pattern. This bag has an inter-dimensional space within it, able to hold an unlimited amount of cleaning supplies, such as mops, brooms, cleaning solutions, napkins, towels, rags, paper towels, buckets, rubber gloves, and other janitorial supplies. The bag can only hold janitorial supplies, but can hold an unlimited amount of them. The weight of all items within this bag is reduced by 99%.

Bag of Solding

This is a bright yellow day pack, embossed with a green stripe pattern. When any object is placed within this bag, it immediately turns into currency of the user's preference. If the person that places the object within the bag has no preferred currency, it turns into an amount of gold equal to the fair market price. The fair market price is decided by a single person within a 20,000 mile radius, who is selected at random by the bag. Anything worth

less than 1 WP that is placed within the bag will not convert into currency.

Bag of On Holding

This is a solid black day pack with black leather accents. This bag emits pleasant, but repetitive public domain music indefinitely. There is no way to change the song, increase, nor decrease the volume of the music that is playing. It functions like a normal bag in all other aspects.

Bag of Molding

This is a tan day pack that seems to have a slight gritty feel to it all the times. Adding sand and blocks of iron, then closing the bag and giving it a shake will cause this bag to spit out a random sand mold. The user can not influence what the sand mold is a mold of, but they can influence the size by adding more sand and iron before shaking. It seems to have an unlimited capacity for sand and iron, but functions like a normal bag in all other aspects.

Bag of Billfolding

This is a red and green day pack, that has a tartan pattern. When any currency is placed into this bag, it immediately creates change for the user, in the same currency that was placed in it. If it is unable to create change for the currency due to there being no possible way to make change, it instead splits the currency in half, right down the middle.

Bag of Golding

This dark yellow day pack has gold-looking clasp and zippers. When any metal object is dropped into this bag, it immediately receives a titanium nitride (TiN) coating, that has a gold-like shine and luster. This coating is permanent. It functions like a normal bag in all other aspect.

Satchel of Carrying

This gray shoulder bag has a thick canvas style shoulder strap, sturdy for carrying lots of equipment. It is identical in capacity to a day pack, but increases the carrying capacity of a character by 50 lbs.

Bag of Holding

This is a plain brown day pack, with the leather label titling it as the Bag of Holding. This bag has unlimited space within it, and reduces the weight of anything placed within it by 100%. To retrieve an object, the user has to simply speak the name of the object they want to retrieve, with their hand within the bag. Placing live creatures within this bag causes them to immediately suffocate.

Gunsmith's Bag

A large gray duffel bag marked with the word TOOLS in magic marker. The bag contains a seemingly endless amount of various tools used in cleaning, repairing, and modifying guns. These tools seem to disintegrate if left outside the bag too long but, a set of the same tools will always be found in the bag. If one places a weapon of Large or smaller size into it along with a modification for such weapon, zips it shut, and shakes it violently, one will open

the bag to find that whatever upgraded part was put into the bag is now affixed onto their weapon, however permanently. The tools however will scar the gun up, leaving small scratches in the finish of the weapon. This bag is also considered both a small mechanical kit and a firearm cleaning kit.

+1 Lunchbox

This is a rather plain looking blue metal lunchbox with a seemingly unremoveable yellow "+1" sticker on the front. It will generate enough cooked food and drink to fully feed 4 adult people a day. The type of food and drink that it generates to do this is completely random, and the owner has no control over what is generated.

Bento of Happiness

Rumored to have been created by a long gone lover for their loved one, this is a cylindrical blue metal bento box, complete with a utensil holder that attaches to the bento. On it is a blank space to write a name. After someone writes their name in this allotted space, every day it will generate enough cooked food and drink to fully feed a single adult every day at around lunch time. It creates some of the most delicious, tasty food to the person who wrote their name in the space, for that particular person. This will only stop when the name has been erased. The type of food and drink that it generates to do this is completely random, and the owner has no control over what is generated, but it will always be something that the namesake enjoys, made perfectly to their taste. There will also be a small note of encouragement, at the very bottom.

Fiona's Magic Erasers

Packaged in a plain cardboard box, these white sponges look and bear appearance to a simple dish sponge. When dipped into water, they can remove any written spell from any surface without destroying the surface or paper it's written on. There are four erasers to this box.

Orb of Licking

This is a translucent orb about the size of a baseball. When licked by a creature, it taste like the creature's second favorite flavor. If the creature has no second favorite flavor, it taste like something the creature enjoys, but will eventually get tired of. Licking the orb has no averse or beneficial effects.

Round Rampart

This item is a circular, concave disk that is 2.5 feet in diameter with unbreakable, uncuttable leather straps attached on the inside and a rather plain silver-colored exterior. It is considered a heavy metal shield, weighing 12 lbs. It is completely impervious to damage, and can be used as armor when used as a shield in addition to providing cover by being worn on the back. When worn on the back, it provides 15/All DR to the rear, and provides 15/All DR to all frontal attacks when held and equipped. It has unlimited AP. It can also be used as a throwing weapon, gaining the damage of a heavy metal shield, with the standard range increments of a thrown weapon. Any character that attempts to throw the shield without the Shield Focus feat takes a -4 attack penalty. The shield will always come back to the thrower when thrown.

Breadbarian's Mace

This item is a heavy mace with the contact end shaped like a large loaf of bread. It has a default damage of 6d12. The user of this mace can choose to take a bite out of the loaf of the bread. When they do, they gain 1d12 HP, are filled for 1d12 NV, and all bleeding is removed. If they do, the mace loses a damage die. They may do this up to 5 times a day. After 24 hours, starting with the first bite taken, the mace begins to re-bake itself, giving off the scent of warm fresh bread, and the bread reforms.

Mjöltnir

Appearing to be a simple sledgehammer with a short handle, this item is very powerful hammer. Mjöltnir can only be picked up by people it deems worthy (GM discretion), and anyone that attempts to pick up the hammer will find its weight to be in excess of 10,000 lbs. Attempting to lift it regardless will find that weight exponentially grow, but only affect the movement. It will not shift from its spot, nor put its weight on any object or floor sitting underneath it. Those it does deem worthy will find that the hammer has no weight at all. It is considered a tool hammer, but all damage caused by Mjöltnir is multiplied by 10. It has the ability to launch a stream of electricity 20' from the user in a 5' line. This ability costs 5 Combat Points and deals 10d6 electricity damage to all targets within that stream.

The Artisan's Swords

Swords forged by master swordsmith Rika Shinozaki from a long forgotten war, these swords honor her fallen friends and fellow soldiers. Each weapon was imbued with the spirits and skills of her fallen friends. Each of these weapons has a "Sword's Art", that can be charged for 5 Combat Points to unlock new features or abilities that compliment it. It can be activated once per minute, or every 10 rounds. The Sword's art may not be used by anyone that does not have the requisite Mastery feat specified in the description. All Artisan Swords are considered Personalized Weapons, with anyone currently possessing the weapon considered its intended user. They have no upgrade slots, and are unable to become damaged.

Karakurenai and the Samurai's Bandanna

Karakurenai is a katana (bastard sword) with a red silk wrapped grip, and a dark red steel combat sheath with a red bandanna with yellow stripes tied around the sheath. Putting on the bandanna grants the wearer an additional 5 Combat Points per turn that can only be used with attacks or actions made with Karakurenai. When Karakurenai is wielded by anyone with the Sword Mastery (Bastard Sword) Feat who is also wearing the bandanna, they can charge the sword's art, causing all successful attacks made that turn to become critical strikes. Karakurenai is considered a bastard sword.

Lambent Light

Lambent Light is a rapier with a teal circular crossguard and handle, and a bright red steel combat sheath. When using Lambent Light for swipe attacks, it does not have any penalty to damage. When Lambent Light is wielded by anyone with the Fencing Mastery (Rapier) Feat, all damage dice are doubled when attacking. The wielder can also charge the sword's art, causing all successful attacks made in that turn to quadruple the damage dice instead of double. Lambent Light is considered a rapier.

Elucidator and the Black Swordsman's Coat

Elucidator is an all black broadsword with a black steel combat sheath, usually wrapped in a black long coat with white accents. Wearing the coat grants the wearer an additional 4 Combat Points per turn that can be used only for movement such as running, walking, or crawling. When Elucidator is wielded by anyone with the Sword Mastery (Broadsword) Feat, they can perform an attack with Elucidator for no CP as long as they are spending CP to move. They can only perform one attack per 5' they move, and they must be in range in their starting location in order to perform the attack. The wielder can also charge the sword's art, allowing them to make up to three attacks per 5' they move. If the character also possess Dark Repulsor and is able to wield it in their offhand, they can use this sword as well when attacking and moving. Elucidator is considered a broadsword.

Dark Repulsor

Dark Repulsor is a teal colored longsword with a pointed crossguard, and steel teal colored combat sheath. When Dark Repulsor is wielded by anyone with the Sword Mastery (Longsword) Feat, they can make a ranged attack with the sword with a range of 25', causing the target to receive the damage of the sword. For the purposes of damage, attack options, and Combat Point cost, treat this attack as a melee attack. The wielder can also charge the sword's art, doubling the range, and the damage dice of the ranged attack. This sword can also be used in conjunction with Elucidator, to perform attacks with movement. Dark Repulsor is considered a longsword.

Ebon

Ebon is a black colored shortsword with a simple crossguard, and a steel ebony colored combat sheath. When Ebon is wielded by anyone with the Sword Mastery (Shortsword) Feat, they can perform any reaction for no combat points. They can also become invisible for 3 rounds. The wielder can also charge the sword's art, causing them to teleport in a straight line up to 25' away from their original location. Any objects or creatures within the line of teleportation is damaged by the sword's damage. Any objects or creatures that are in the place where the user finishes teleporting receives the sword's damage as if it were hit by four successful attacks. Ebon is considered a shortsword.

Ground Gorge

Ground Gorge is a battle-axe with a steel handle and a leather and steel sheath that covers the axe's blade. When Ground Gorge is wielded by anyone with the Axe Mastery (Battle-axe) Feat, all damage from Ground Gorge is considered piercing in addition to any other damage types the axe may possess. The wielder can also charge the sword's art, unleashing a 5' wide, 35' long burst ranged touch attack that damages all creatures in the blast with the full damage of the Ground Gorge, on a successful hit. Ground Gorge is considered a battle-axe.

Neuralizer

A neuralizer is an ingenious device that targets specific neurons dedicated for memory, and erases them. The neuralizer doesn't wipe out all memory up until that time, rather has to be set to a

specific time to erase. It will erase up to 24 hours before and after the time selected. The neuralizer looks like a small metal tube with a red light and a flash beacon on one side, and the dials to control the specific time to erase.

Polymermorph

The Polymermorph is a small sized, full sized handgun chambered in 9x19mm(2d6/-2), with a frame upgrade slot, a tactical upgrade slot and an optics upgrade slot, that has a fluxuating magazine capacity and range increment, with no weight. Every day, the character will roll 2d6+8. The resulting roll will be the firearm's magazine capacity for the day. The handgun is then filled with it's magazine's capacity of Standard Pressure 9x19mm JHP rounds. Attempting to remove rounds from the magazine, either through cycling the weapon, or ejecting the magazine and removing the rounds manually, will cause the rounds to disappear into thin air. If the magazine is farther than 10' from the firearm, it immediately disappears and re-appears in the handgun. The character will then roll $(1d8 + 3) * 5$. This is the handgun's range increment in feet. The Polymermorph can accept upgrades, and ammunition in it's magazine(if emptied), but every day it will be replaced with the indicated JHP ammunition.

Belmont Clan Armory

The Belmont Armory is a collection of weapons used by the Belmont Clan, a family of monster hunters known far and wide for their skill and knowledge, or friends and companions of the Belmont Clan.

Vampire Killer

The Vampire Killer is a Bullwhip that has had a long forgotten spell cast on it, giving it special properties. The damage dice is increased to d12. Against any undead creature, it grants four times the damage dice as normal, and three times the damage dice as normal against dragons, outsiders, vermin, and mystical beast.

Morning Star

The Morning Star is a Chain Whip that has had a long forgotten spell cast on it, giving it special properties. The damage dice is increased to d12. It is a silvered weapon, and can threaten critical strikes against undead creatures, constructs, elementals, and plants.

Alucard Sword and Shield

The Alucard Sword and shield are a set of weapons used in tandem. The Alucard Sword is a magical bastard sword that can be controlled telepathically by whoever holds the sheath. It can make attacks up to 15' away as if the user was standing adjacent to the target. The Alucard Shield is a Heavy Metal magical shield, that allows its wielder to instantly teleport up to 50' away, for 0 Combat Points.

Shield Rod

The Shield Rod is a medium club that has had a long forgotten spell cast on it, giving it special properties. When activated for 3 Combat Points, it protects the user with a All/Unlimited shield for 3 turns/18 seconds. After it is used, it takes one hour before it can be used again.

Belnades

Belnades Cloak and Cloak Pin

The Belnades Cloak is a beautiful light blue mage's cloak, made from fine material and imbued with magic of the Belnades line. When worn, it grant's +45 Mental Limit to the wearer, and grants the wearer 5/Slashing and 5/Piercing damage reduction. The pin that keeps the cloak together when wrapped, a silver polished brooch, has magical properties of its own. It grants the wearer a +10 Spell Points toward any Evocation spells, and allows the wearer to cast Evocation spells without writing them down, as if they were casting using Runic Casting. When casting spells in this manner, the user does not have to use their stylus to cast, instead using their hands, and there is no cost reduction as it is with Runic Casting.

Narcotics

Pesh Pesh is a genus of leafy purple-colored plants that has seen sudden surge and use as a magical enhancement and as a recreational drug. It is denoted by its tendency to sparkle in light due to the small crystal deposits that form on adult plant leaves. A character may smoke 0.1 lb of pesh for a +35 bonus to their Mental Limit and a 1d3 penalty to their DEX modifier and Will Saving Throw. The effect lasts for 2d4 hours. When a character has spells, powers, or invocations that currently occupy the bonus Mental Limit when the effect ends, they immediately lose at least 25 Mental Limit worth of spells, invocations, and powers, chosen at random by the GM. If they smoke again, they regain these lost spells, powers and invocations. Pesh is packaged in 0.1 lb packs of shredded, dried pesh leaves.

Nirvana Nirvana is a chewable orange solid sold commercially in even the smallest magecraft supply store and goes by a multitude of tradenames. A character may chew a lozenge for a +25 bonus to their Mental Limit, and a 1d3 penalty to their DEX modifier and Will Saving Throw. The effect lasts for 8 hours. When a character has spells, powers, or invocations that currently occupy the bonus Mental Limit when the effect ends, they immediately lose at least 15 Mental Limit worth of spells, invocations, and powers, chosen at random by the GM. If they chew another lozenge again, they regain these lost spells, powers and invocations. Nirvana is packaged in 10 piece packs.

Spice Spice is a chemical concoction of aromatics that have been desiccated and sealed in an airtight glass bottle, that enhance psionic powers. It has a multitude of tradenames, but all try to incorporate the name spice in them, for identification by interested parties. Spice is taken by uncapping the bottle, and inhaling in the fumes given off by the aromatics. Each bottle contains enough spice for 1 dose. The effects of the spice are determined by the element of spice, as listed below.

Earth Spice Earth Spice has a vibrant green color to it, with stripes of tan that carve jagged lines throughout it. Earth Spice enhances Psychometabolism. While under the effects of Earth Spice, the ranges for Teleportation, Psyrunning, and Psisense are tripled, but every time the character uses one of these powers, they take 1d3 HP of damage. While under the effects of Earth Spice, the character's eyes glow green.

Fire Spice Fire spice has a bright red color, with dots of crackling orange dotted throughout it, as if it has burning embers embedded in it. Fire Spice enhances Plasma Dynamics. While under the effects of Fire Spice, a psion is not required to create or maintain a pilot light, and all damage dice values are doubled, but every time the character uses one of these powers, they take 1d3 HP of damage. While under the effects of Fire Spice, the character's eyes glow red.

Air Spice Air spice has a glowing yellow color, with swirls of white flowing throughout it. Air Spice enhances Telepathy and Telekinesis. All dice values, ranges, weights and durations are doubled. Every time a character uses any power under Telepathy or Telekinesis, they take 1d3 HP of damage. While under the effects of Air Spice, the character's eyes glow yellow.

Water Spice Water spice has a sparkling blue color to it, and seems to be always flowing and moving. Water Spice enhances Fluid Dynamics. While under the effects of Water Spice, psions do not have to suspend water to use the powers, instead opting to use 8 units of their own blood instead. Additionally, all dice values, ranges, and durations are doubled. Every time a character uses any power under Fluid Dynamics, they take 1d3 HP of damage. While under the effects of Water Spice, the character's eyes glow blue.

The effects of spice last for 3 hours. After the effect wears off, the character is considered Inebriated for 1 hour. If a character takes another dose of spice while under the effects of spice, they receive the new effects and the duration time resets back to 3 hours, they lose the abilities of the old effects, and are immediately considered Inebriated for 1 hour.

Object	Sz	Wt	Cost	Restr.
Pesh	T	0.3	2	I
Nirvana	D	0.4	1	L
Spice, Earth	F	0.1	2	R
Spice, Fire	F	0.1	2	R
Spice, Air	F	0.1	2	R
Spice, Water	F	0.1	2	R

Table 24: Equipment, Narcotics

MOLLE

Spellscroll Pouch (1 slot) This pouch is a small waterproof pocket that protects two spells or scrolls.

Utensil Pouch (1 slot) This pouch is an attachment that keeps any writing utensil on hand, and protected from breakage due to rough handling. It can store three utensils.

Ink Pouch (1 slot) This pouch is a waterproof, fully sealed pouch that can be used to carry up to 1 unit of ink, often used with paintbrushes or dip pens.

Spellbook Pouch (5 slots) This pouch is a large padded pocket that can hold a single spell book.

Potion Pouch (1 Slot) This pouch is a hard cased MOLLE pouch that holds and protects two potion bottles.

Object	Sz	Wt	Cost	Restr
Spellscroll Pouch	S	0.6	2	None
Utensil Pouch	S	0.7	2	None
Ink Pouch	S	0.6	1	None
Spellbook Pouch	M	1.0	3	None
Potion Pouch	S	0.4	1	None

Table 25: MOLLE

Weapons

Melee Weapons

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless. Any sapient character can use simple melee weapons without penalty.

Magecraft and the enchanting effects have kept the world of melee weapons quite alive, and surging with new discovery and innovation.

Syringe Knife (Leeching Dagger) A syringe knife is a knife that bears a very similar appearance to a combat knife, but has a vacuum sealed vial inside the handle. When stabbed into an object, a small button can be pressed (for 1 Combat Point), that will break the vacuum seal and absorb liquid from the object it was stabbed into, most often blood. It has an internal magazine of one, and requires a new vacuum vial for every use, which cost 1 WP for 4 new vials. The vial will hold 1 unit of any fluid. Syringe knives come with a tactical sheath. Syringe knives are considered injection knives for the purpose of feats and equipment. Syringe knives also immediately cause bleeding when they are stabbed into an object and the vacuum seal is broken, causing 2 bleed dice.

BlokStick A blokstick is a baton that increases the difficulty of using the magical abilities of creatures that it strikes. Creatures struck by this weapon must make a Will Saving Throw [TN 20]. Failure means that casting spells, using psionic powers, and reciting incantations cost +2 Combat Points. This last for 2d6 rounds. Striking a character already affected by this effect does not grant another saving throw, but it does allow the striker to reroll the duration time, replacing the old duration. This weapon has the retractable melee weapon upgrade. BlokSticks are considered light clubs for the purpose of feats and equipment.

Rope Dagger

A rope dagger is a flexible weapon similar to a whip chain, featuring a 20' length of flexible rope or cord, with a sharp, short dagger on the end of it. Rope daggers also contain a ribbon or features, to aid in fighting with the weapon. A character can

strike opponents up to 20' away with a rope dagger. Because a rope dagger can wrap around an enemy's leg or other limb, rope daggers can be used to perform trip attacks, and do not provoke AoO when doing so. If the character is tripped during their own trip attempt, the character can drop the whip to avoid being tripped. Rope daggers are considered to be bullwhips for the purpose of feats and equipment.

Combat Shields A combat shield is a shield made for fighting with melee weapons, and provide a movable, added protection. They usually encompass a wooden backing with a loose cloth or rope loop, and a solid metal or wood handle, that is used to keep the shield attached to the chosen arm. Combat shields may be used for standard attacks. Combat shields may be used in an offhand without penalty, and do not count as fighting with two weapons. Using a shield allows a character to perform the Stumble reaction. Combat shields can not be disarmed.

- Wood shields are shields that use exposed wood that come into contact.
 - Light wood shields provide one-half cover in one direction, grant an additional +2 equipment bonus to defense when fighting defensively and a +4 Fortitude Saving Throw bonus when performing the Brace reaction. Light wood shields do not provide cover against any weapons that provide Plasma or Ballistic damage, or any ranged weapon that provides Fire damage.
 - Heavy wood shields provide three-fourths cover in one direction grant an additional +3 equipment bonus when fighting defensively and a +6 Fortitude Saving Throw bonus when performing the Brace reaction. Heavy wood shields do not provide cover against any weapons that provide Plasma or Ballistic damage, or any ranged weapon that provides Fire damage.
- Plastic shields are rugged versions of riot shields, exchanging the clear plexiglass for a stronger, colored plastic. Plastic shields provide one-quarter cover in one direction and an additional +1 equipment bonus to defense when fighting defensively and a +2 Fortitude Save Bonus when performing the Brace reaction. Plastic shields do not provide cover against any weapons that provide Plasma or Ballistic damage.
- Metal shields have a metal overlay, usually steel, that provides durable protection against blows.
 - Light metal shields provide one-quarter cover in one direction and a +8 Fortitude Saving Throw bonus when performing the Brace reaction.
 - Heavy metal shields provide half cover in one direction and a +10 Fortitude Saving Throw bonus when performing the Brace reaction.

Weapon	Damage	Critical	Damage Type	Sz	Wt	Cost
Syringe Knife	1d4	16-18	Piercing	S	1.9	8
BlokStick	1d6	16-18	Bludgeoning	S	1.5	15
Rope Dagger	1d3	16-18	Slashing	S	0.9	2
Light Wood Shield	1d3	16-18	Bludgeoning	S	5.0	5
Heavy Wood Shield	1d4	16-18	Bludgeoning	M	7.0	8
Plastic Shield	1d4+1	16-18	Bludgeoning	M	3.8	4
Light Metal Shield	1d8	16-18	Bludgeoning	M	7.5	13
Heavy Metal Shield	2d4	16-18	Bludgeoning	M	10.8	15

Table 26: Simple Melee Weapons

Weapon	Craft TN	Mat Cost	Time
Syringe Knife	18	5	12 hours
Light Wooden Shield	12	3	6 hours
Heavy Wooden Shield	13	4	8 hours
Plastic Shield	11	3	4 hours
Light Steel Shield	17	9	1 day
Heavy Steel Shield	19	11	2 days
Rope Dagger	8	2	2 hours

Aetherweapons

Aetherweapons are split into three categories based on their capacity; Aetherrods, Aetherstaves, and Aetherwands, which are magical objects that have been formatted by an enchantment spell to receive spells and recast them as if they were cast from a mage. When a aetherweapon has completely expended all of its spell uses it returns to normal and has to be reformatted again and then re-enchanting. Aetherweapons are considered simple weapons.

Unlike written spells, they can be cast by anyone, usually by either pressing a sigil, or by speaking a command word, which is usually printed on the object.

Aetherwands

A wand can be created from any rod-like object that is between 8"-12". An Aetherwand can hold one spell, which can be used 10 times before it has to be reformatted and re-enchanting. Aetherwands may not be created from a mage's active stylus. The wand listed in the chart is a pre-formatted foot long wand made of oak.

Aetherrods

A rod can be created from any rod-like object that is between 13"-36". An Aetherrod can hold two spells which can be used a combined 15 times before it has to be reformatted and re-enchanting. Use of either spell uses one of the uses that the rod has. The rod listed in the chart is a pre-formatted three foot long rod made of oak.

Aetherstaves

A staff can be created from any rod-like object that is between 37"-72". An Aetherstaff can hold three spells which can be used a combined 30 times before it has to be reformatted and re-enchanting. Use of any spell uses one of the uses that the staff has. The staff listed in the chart is a pre-formatted six foot long staff made of oak.

Item	Mat Cost	Weight	Size
Aetherwand	2	1.0	S
Aetherrod	5	1.5	M
Aetherstaves	12	2.0	L

Table 27: Aetherweapons

Psiblade

The psiblade is a weapon that consists of a hilt, usually 12-18" in length, that projects a blade between 24-30" in length. They bear resemblance to a popular science fiction weapon. The blade has no weight, making the entire weapon bottom heavy, and quite odd to use by someone not used to it.

When the psiblade is inactive, it looks like a simple tube. When activated, the glowing blade springs forth from the emitter area, giving off a soft hum.

Psiblades have four major components: The case, the lens crystal, the blade crystal, and the quartz battery.

The case is the largest part of the weapon, and is the piece that houses all of the other components. It is usually made of a durable metal, such as aluminum, steel, or titanium, but plastic and wood have been used on many occasions. The case holds the activation mechanism, which is usually a button or toggle, but can be a sliding plate, or sequence of buttons (often incorporating a password for activation). The case also holds all of the upgrades performed on the psiblade.

The lens crystal, often just called the lens, is the focusing mechanism for the blade crystal, that projects and focuses the psionic energy stored in the quartz battery passed through the blade crystal, into a sharp, glowing blade. The crystal is often made of a thick, resilient glass, but some psiblades have lenses made of expensive gems such as diamond, for little benefit other than prestige.

The blade crystal is the primary crystal for the psiblade. This crystal determines the color of the blade, as well as its "sharpness". The blade crystal is usually a precious, or semi-precious gem. Until recently, this component made psiblades nearly impossible to mass

produce, but with synthetic crystals and modern manufacturing, most psions purchase, rather than hand produce, their psiblades. Psiblades using synthetic crystals generally have deeper colors, as the synthetic crystals usually lack imperfections that natural crystals develop. Common blade colors include blue, red, yellow, green, orange, and purple, in their various hues.

The quartz battery is the power unit for the psiblade, that stores the psionic energy that is used to power the blade. Cheap quartz batteries are made by grinding up pieces of quartz into small granules, and then suspending them in a glass mixture, creating a crystal polymer. Milky quartz is the most common material, with it being plentiful and resonates rather well. Psions can charge these quartz batteries by meditating with them, focusing some of their psionic energy into the crystal. If the crystal is not charged regularly, dependent on the quality of the battery, the psiblade will not function. It takes 1 hour of meditation to charge a quartz battery, and that battery will last for 24 hours before needing to be recharged again.

Psiblades are special weapons themselves, and require the Psiblade Proficiency feat in order to use without a -4 attack penalty. Any character that has Archaic Weapon Proficiency (Combat Swords or Fencing Swords) can use a psiblade at a -2 penalty instead. Because of the lack of weight of a psiblade, the character's POW modifier is divided by 2 when adding to the damage roll when attacking. Psiblades may not be used to trip.

Double Bladed Hilt

A double bladed psiblade is a combination of two single bladed psiblades, that have a locking coupler, allowing them to be used together. Any two single bladed psiblades can be converted to a double bladed psiblade with the coupler upgrade. When wielding a double-bladed psiblade as a double weapon, the character does not have to pay the additional +1 Combat Point Cost when fighting with two weapons. Additionally, the offhand is treated as a light weapon. When fighting aggressively with a double-bladed psiblade there is no additional Combat Point cost.

Curved Hilt

A curved hilt psiblade is a psiblade with a case that has a slight curve to it, that allows for a more precise strike at the cost of being harder to use to defend. A curved case psiblade grants a +3 attack bonus, all attack actions are increased by +1 Combat Point, and all reactions, and fighting defensively actions are increased by +2 Combat Points. Curved hilt psiblades may not be coupled together.

Weapon	Damage	Critical	Type	Sz	Wt	Cost
Standard Hilt	1d4+1	11-18	Plasma	S	1.5	15
Double Bladed	1d4+1/ 1d4+1	12-18	Plasma	L	3.3	40
Curved Hilt	1d4+1	10-18	Plasma	S	1.9	18

Table 28: Psiblade Hilts

Building a Psiblade

Psions with the ability can choose to build their own personal psiblades as opposed to buying one or having one commissioned. Building a Psiblade isn't limited to psions; anyone with sufficient mechanical ability can construct a psiblade.

Building a Psiblade is governed under the Craft (Mechanical) skill.

When building a Psiblade, a bladesmith first chooses what kind of Psiblade they wish to create.

Weapon	Craft TN	Material Cost	Time
Standard Hilt Psiblade	15	7	5 days
Double Bladed Psiblade	24	16	5 days
Curved Hilt Psiblade	16	11	5 days

Table 29: Psiblade Crafting

Personalized Psiblade A personalized psiblade is psiblade built from the ground up for a particular individual, based on the user's preference, size, and other specifications. A bladesmith may craft a personalized psiblade for anyone at their request, but the user must be proficient in the weapon in order to gain the benefit. A personalized weapon grants a +4 attack bonus and a +1 damage bonus. Anyone who is not the intended user of the weapon gains a -4 attack penalty. When crafting a personalized weapon, the TN for the weapon is increased by 10, the raw material wealth point cost is increased by 4x and the time is tripled.

Performing Upgrades A bladesmith may perform upgrades to weapons, at half cost of the price of a normal upgrade, rounded up. The TN to perform an upgrade is 18, and takes the normal amount of time it takes to perform the upgrade.

Extra Upgrade Slots and Built-in Upgrades A weapon may be crafted with extra slots for melee weapon upgrades. This increases the TN by 5 per upgrade slot, with a maximum of 2 extra upgrade slots. The WP cost is doubled, and the time increases by a day. A weapon may also be crafted with the upgrades already built in, taking up the slot that would normally take when upgrading it as normal. The upgrade cost the same amount as it would to normally upgrade but only takes half the time, and the TN to craft the weapon is +1 per upgrade.

Psiblade Upgrades

Psiblades can only have upgrades located on their handle, but they can accept up to three upgrades. The upgrades listed below are for psiblades only and can not be used for any other weapon.

Belt Clip This upgrade attaches a simple, but durable metal clip to the psiblade, that allows it to be worn on a belt. It is considered holstered when it is clipped on a belt. This upgrade is not available for double bladed psiblades. This upgrade does not use an upgrade slot.

Composite The weapon is upgraded with non-ferrous materials, which allow a character to slip it through metal detecting devices. Grants a +10 bonus to Stealth checks against metal detectors.

Coupler This upgrade attaches a coupler at the end of the hilt, allowing it to be attached to another psiblade to make a dual blade weapon. Both blades must have couplers on them in order to be attached together.

Custom Handle The weapon's hilt or handle is fitted to a mold of the wielder's hand, granting him a +1 equipment bonus with all attack rolls made with the weapon. The wielder can also have the weapon's grip enlarged or reduced, making the weapon one size larger or smaller when using, but not concealing. Anyone else who tries to use the weapon suffers a -2 equipment penalty to their attack rolls.

Detailing This upgrade gives the weapon an engraved or a precious metal inlay, granting its wielder a +2 equipment bonus with Presence checks while the target has line of sight to it. This upgrade also increases the weapon's worth by 75%. The weapon loses this quality if it suffers any damage, though it may be restored with a successful Craft(Structural) repair check.

Fingerprint Activator This upgrade replaces the button activator with a fingerprint scanner on the hilt of the psiblade. In order to activate the psiblade, the user places their finger on the reader, and the blade reads the print of the user. If the fingerprint is recognized, the psiblade activates. Up to 3 sets of fingerprints may be stored in the psiblade. A psiblade may only have one activator upgrade at a time. This increases the psiblade activation time by 1 Combat Point.

Multi-Crystal Module This upgrade installs a module that allows for multiple crystals to be installed in the blade, allowing for the instant changing of crystals without having to disassemble the psiblade. The module can hold two crystals at a time, and it takes 2 Combat Points to change crystals.

Natural Blade Crystal This upgrade replaces the synthetic blade crystal with a natural gem, giving the blade a toned down color, but a more powerful blade. This upgrade grants the psiblade a +2 damage bonus. Natural blades have the same color choices as synthetic crystals.

Password Activator This upgrade replaces the button activator with six smaller buttons, usually aligned in a circle or in a line, that must be pressed in the correct succession in order to activate the psiblade. The user chooses six numbers between 1 and 6 and enters them in the psiblade when this upgrade is performed. Anyone who does not know the code to the psiblade may not activate it. It takes 2 Combat Points to enter the password. A psiblade may only have one activator upgrade at a time.

Solid Crystal Battery This upgrade replaces the crystal polymer battery with a crystal battery made from a single solid piece of crystal. When charged, this battery lasts for 5 days and only has to be charged by a psion every 5 days instead of every day.

Stun Blade Crystal This upgrade replaces the blade crystal with a glass gem, giving the blade a white color and a weakened blade. The psiblade's damage is changed to non-lethal bludgeoning damage.

Upgrade	Cost	Time	Restr
Belt Clip	1	10 min.	None
Composite	8	3 days	None
Coupler	3	15 min.	None
Custom Handle	14	4 days	None
Detailing	70%	1 week	None
Fingerprint Activator	20	3 hours	None
Multi-Crystal Module	14	4 hours	None
Natural Blade Crystal	20	5 min.	None
Password Activator	5	3 hours	None
Solid Crystal Battery	10	20 min.	None
Stun Blade Crystal	12	5 min.	None

Table 30: Psiblade Upgrades

Non-ballistic Ranged Weapons

Bows and Crossbows

Pistol Crossbow

A pistol crossbow is a smaller, more portable version of the larger crossbow. A pistol crossbow has an internal magazine of 1 and loading a crossbow costs 4 Combat Points that provokes Attacks of Opportunity. Pistol crossbows use standard crossbow bolts and are considered crossbows for the purpose of feats and equipment.

Globe Launcher

The globe launcher is a specially crafted crossbow with a round leather cradle, much like a slingshot. It is made to fire glass globes, foil globes, rocks, and bags of sand. The globe launcher is considered a crossbow and requires the Archaic Weapon Proficiency (Bows) to use without penalty. Building a globe launcher costs 50% of the cost to buy one and is a Craft (Mechanical) check [TN18] to build. The globe launcher has a maximum of 3 range increments.

Bags of sand cost nothing, weight 0.5 lb, and cause 1d4 of non-lethal bludgeoning damage when fired at a creature.

Rocks cost nothing, weigh 0.6 lb, and cause 1d6 of bludgeoning damage when fired at a creature.

The globe launcher can also fire things that are suitably round, such as thrown grenades, though any prep work that the object requires, must be performed prior to putting it in the launcher by spending the Combat Points it takes to prep that item.

Below listed are the effects of some liquids that glass globes and foil globes may be filled with and their effects.

Oil Firing oil at a creature just gets them oily and greasy, granting them a -1 attack penalty until they clean themselves up, but firing it at a non-porous surface such as tile, marble or varnished wood makes the surface slippery and hard to move through or fight with. Any creature moving through oiled terrain must make a successful Reflex Saving Throw [TN16] or be knocked prone. This affects a single 5' square, and lasts until the oil is cleaned up. 20 units of oil cost 1 WP.

Petrol/Gasoline Firing gasoline at a target makes them flammable, where even the lightest of spark will cause them to go up in flames instantly. Quite often, a glass globe has a flaming rag stuffed into the hole, and corked up. When these are fired at a person, the person immediately catches on fire and takes 2d4

fire damage. Targeting a square with a flaming globe causes that square to ignite and burn for 2d4 rounds, causing 2d6 fire damage to any creature that passes through it. 80 units of gasoline, in a safe plastic container, cost 1 WP.

Paint Paint is generally used for marking, but can be shot to blind a creature. A successful Called Shot to the head of a creature blinds a creature for 1d2 rounds. Shooting and targeting a square or any other part of the creature simply makes it the color of the paint used. 160 units of paint cost 1 WP.

Vinegar Pepper Irritant This is a mixture of vinegar (distilled being the most common) and various hot pepper flakes and powder that has been mixed together, and can be used to blind a creature. A successful Called Shot to the head of a creature causes it to make a Fortitude Saving Throw [TN12] or be blinded for 2d2 rounds. Targeting a square or any other part of the creature simply makes it smell like pepper and vinegar. Vinegar-pepper irritant cost nothing to produce, and can be produced in even the most rudimentary of kitchens.

Glue Glue is a simple industrial strength glue that has been poured into a globe and capped. Targeting a square causes all creatures that step in that square become stuck for a round. On the following round, the creature may make a STR check [TN20] to move again. This check costs 8 Combat Points. Glue globes go well with rope, allowing an individual to make an instant climbing rope without the noise of a grappling hook. Firing it at a creature makes them sticky and irritable, but otherwise, causes no effect. 8 units of glue cost 1 WP.

Acids and Bases These are simple acids and bases that can be created by a chemist or purchased. The damage given by acids and bases are directly related to the strength. Targeting a square causes all creatures that step in that square to take the acid damage. Acids and bases can be purchased or made by characters.

Ethers Ethers are a group of solvents used for industrial means. When fired at a creature, they must make a Fortitude Saving Throw [TN14] each round for 1d3 rounds or be rendered unconscious immediately for 2d4 hours. For each round they pass the Saving Throw, the TN is increased by 1. Ether also makes any target or square flammable, and will burn for 1d3 rounds if set on fire. This fire causes 3d6 fire damage to any object or creature caught in it. 5 units of ether cost 1 WP.

Weapon	Damage	Critical	Rng	RoF	Upg	Sz	Wt	Cost	Restr
Pistol Crossbow	1d4	13-18	20'	Single	F O	S	2.0	8	None
Globe Launcher, Light	—	15-18	20'	Single	F O	M	4.0	14	None
Globe Launcher, Heavy	—	16-18	40'	Single	F O	L	7.0	18	None

Table 31: Equipment, Bows and Crossbows

Grenades

Silver Fragmentation This is the most common style of hand grenade, fitted with a thin layer of silver inside the grenade. It uses a small explosive charge to fling shards of metal in all directions. Any target caught in the blast must make a Fortitude Saving Throw [TN15] or be knocked prone. They function as normal fragmentation grenades, but will also affect any monsters or beings that have an aversion to silver.

UV When these grenades explode, they give off a sudden bright flash of ultraviolet light. This is considered a sliver of light to those affected. To creatures that aren't affected by UV light this grenade does nothing.

Name	Damage	Type	Blast Radius	Wound Radius	Rng	Sz	Wt	Cost	Restr
Silver Fragmentation	4d6	Slashing	10'	20'	10'	T	1.0	8	M&P
UV	—	Special	25'	50'	10'	T	1.0	9	R
Silver Fragmentation Ammunition	4d6	Slashing	15'	30'	—	T	1.3	13	M&P

Table 32: Grenades

Weapon Upgrades

Melee Weapon Upgrades

Enchanted Weapon

This upgrade is an enchantment being performed on a weapon by a professional enchanting mage. The cost for enchanting a weapon is 1 WP per spell point, multiplied by the number of spellschools used (not including the Enchantment Spellschool). Any timed effects on the enchanted weapons start as soon as the character receives the enchanted weapon.

Silvered

This upgrade infuses a weapon with alchemical silver, which has adverse affects to certain creatures.

Ranged Weapon Upgrades

Evokalloy barrels

These are replacement barrels for the firearm, granting them a +1 or +3 cold, fire, concussive, or electric damage bonus (selected when the upgrade is performed) for a Standard or High quality barrel to any round fired through that barrel.

For firearms with multiple barrels, all barrels may be upgraded for the same one time cost, as if it were a single barrel firearm.

Replacing a barrel for a handgun or machine pistol takes 4 days, replacing a barrel for a rifle, SMG, or machine gun takes 7 days, and replacing a barrel for a shotgun takes 3 days.

Only rifles, handguns, shotguns, machine pistols, SMGs, or machine guns may take this upgrade.

Evokalloyed Ammunition

This ammunition upgrade replaces the arrowhead or crossbow bolt head with standard quality evokalloy, granting them a +1 cold, fire, concussive, or electric damage bonus (selected when the upgrade is performed). Only crossbow bolts and arrows may use this upgrade.

Enchanted Ammunition

This ammunition has been enchanted by a professional enchanting mage, and is being sold either in a store on the shelf, or has been brought to a mage to be enchanted. Mages charge by how complex the spell is, how many spellschools are used, and how much the original ammunition costs. The cost for enchanting a box of ammunition is the cost of the ammunition, plus 1 WP per 2 SP, multiplied by how many spell schools are used, not including the Enchantment Spellschool. Any timed effects on the enchanted weapons start as soon as the character receives the enchanted ammunition.

Silvered Ammunition

This ammunition upgrade recasts the bullet or coats the arrowhead with a layer of alchemical silver, or replaces the shot with silver pellets or a silver slug which may affect certain creatures and provoke folklore.

Armor

Light Armor

Chain Leather Jacket This is a thick leather jacket with a lining of thin but strong steel chain mail integrated in the chest and arms of the jacket often worn by urban warriors. It grants the wearer a +1 bonus to Fortitude Saving Throws made to resist the effects of cold weather. Chain Leather Jackets have two pockets than can hold 1.5 lbs of equipment that is Tiny sized or smaller each.

Special Notes This armor protects the arms of the wearer, providing DR and Defense to all listed areas.

Archer's Vest This lightweight armor is specifically optimized for archers and crossbow users, providing a built in quiver that holds 20 arrows or bolts and provides light protection while being light and maneuverable.

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Adamantine	Any Slashing or Piercing weapon	C H	Cost of the Weapon x5	2 weeks	150%	None
Darkwood	Any weapon	C H	Cost of the Weapon x2, per upgrade	5 days	-25%, per area	None
Mithril	Any weapon	C H	Cost of the Weapon x3, per upgrade	1 week	—	None
Standard Evokalloys	Any weapon	C	Cost of the Weapon x2	10 days	—	None
High Quality Evokalloys	Any weapon	C	Cost of the Weapon x5	20 days	—	None
Enchantment Upgrade	Any weapon	—	1 per SP × # of spellschools used	Varies	—	None
Silvered	Any Piercing or Slashing weapon	C	12	4 days	—	None

Table 33: Melee Weapon Upgrades

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Standard Quality Evokalloy Barrel	See text	B	Cost of the Weapon x0.1	See text	—	None
High Quality Evokalloy Barrel	See text	B	Cost of the Weapon x0.3	See text	—	None
Evokalloyed Ammunition	Arrows and crossbow bolts	—	1 per 5 arrows or bolts	15 minutes per arrow or bolt	—	None
Enchanted Ammunition	Any cased or shelled ammunition	—	See text	Varies	—	None
Silvered Ammunition	Any ammunition	—	1 for 6 round or 2 shells 1 for 10 arrows or bolts	20 minutes per round/shell 5 minutes per arrow or bolt	—	None

Table 34: Ranged weapon upgrades

Medium Armor

Swordman's Vest This vest is optimized for the everyday swordsman composed of metal plates in between a thick cloth vest in a modern style. It also includes a spot specifically for a sword scabbard and a tactical sheath on the chest for any Small or smaller melee weapon.

Heavy Armor

Armorplate Armorplate is a modern upgrade of old style plate armor consisting of a breastplate, pauld, and backplate made with modern alloys with comfortably-padded arming garments beneath.

Dragonskin Dragonskin is armor that is composed of small ceramic plates that are stitched together with strong thread, creating a flexible, protective layer, in a vest like package.

	Type	Equipment Bonus	Max AGI Bonus	Armor Penalty	CP Loss	Damage Reduction	AP	Wt	Cost
Chain Leather Jacket	Lt.I	+2	+2	-3	0	8/Sl 4/Pi 2/Bl	100	6.8	15
Archer's Vest	Lt.T	+0	+5	-1	0	8/Pi 4/Sl 2/Bl	30	4.0	11
Swordman's Vest	Md.T	+3	+4	-4	1	12/Sl 8/Pi, Bl 4/Ba	100	4.5	23
Armorplate	Hv.T	+5	+2	-7	3	24/Sl 16/Pi, Bl 4/Ba	220	15.0	38
Dragonskin	Hv.T	+6	+0	-6	5	20/Bp 14/Ba 10/S 8/Pi 7/Bl	98	20.0	50

Table 35: Equipment, Armor

Armor Plates

These are plates that can be placed in armor, either by being built in, or placed in a MOLLE attachment, to increase its effectiveness against bullets and shells. Armor plates cannot be repaired, and must be replaced after they are used up. The price and listing are for a set of plates that protect the center mass area, which includes the back and torso. Only one set of plates may be used at a time.

Nullsteel Plates These plates are made from Nullsteel, designed to give additional ballistic and stabbing protection without the weight.

Standard Evok alloy Plates These plates are made from standard evok alloys, that provide protection against a single selected evocal element. The character can select fire, concussive, acid, cold, or electrical damage. The elemental damage does not reduce AP when it provides it's protection.

High Quality Evok alloy Plates These plates are made from high quality evok alloys, that provide protection against a single selected evocal element. The character can select fire, concussive, acid, cold, or electrical damage. The elemental damage does not reduce AP when it provides it's protection.

Adamantine Plates These plates are made from Adamantine, designed to give long lasting, strong protection against stabbing and piercing at the cost of weight and speed.

Plate Type	CP Loss	DR	AP	Wt	Cost
Nullsteel	0	8/Ba, Pi	16	0.1	22
Standard Evok alloy	2	*4/Selected Damage 7/Ba, Pi 1/Bp	49	5.2	28
High Quality Evok alloy	2	*9/Selected Damage 7/Ba, Pi 1/Bp	28	5.2	32
Adamantine	3	11/Ba, Pi, Bp	154	9.5	40

Table 36: Equipment, Armor Plates

Mage Services

Sometimes, a set of heroes only need a mage for identifying spells, or for the odd scroll here and there. Below are the prices for various services that a mage may be hired for.

Item	Cost
Identify a Spell, Scroll, or Enchanted Object	10 per object or scroll
Create a Scroll	
On paper, white/blackboard, or any portable writing surface	2 per 1 SP + Cost of materials
Engraved	4 per 1 SP + Cost of materials
Tattooed	3 per 1 SP

Table 37: Mage Services

Chapter X

Combat Actions

Action	CP Cost	AoO ¹
Ranged Attack Actions		
Throw a rope dagger	3	Yes
Fire a pistol crossbow	5	Yes
Throw a psiblade	5	Yes
Fire a stylus	6	Yes
Use an Aetherwand	6	Yes
Use an Aetherrod	7	Yes
Use an Aetherstaff	8	Yes
Move Actions		
Manipulate an object within reach	3	No
Scribe a spell/scroll	9	Yes
Release a spell	7	Yes
Release a scroll	7	Yes
Activate a psionic power	5	No
Activate a psiblade	0	No
Draw a psiblade	6	No
Reload a pistol crossbow	3	Yes
Tearing/Destroying paper held in hand	1	No

¹ Regardless of the action, if a character moves out of a threatened square, the character usually provokes an AoO. This column indicates whether the action itself, not moving, provokes an AoO.

Table 38: Combat Actions

Attack Actions

Most common attack actions are described below. More specialized attack actions are mentioned in Table: Combat Actions, and covered in Special Attacks.

Using an Aetherweapon

A character can choose to aim an aetherweapon and use it, by either pressing the sigil or speaking the power word while holding it. The Combat Point cost for a aetherweapon depends on what kind of aetherweapon it is.

Reaction

A reaction is an action where a character prepares for an oncoming attack. The character declares which reaction they will prepare then ends their turn. If any character triggers the conditions that the reaction has set, they roll a saving throw that corresponds with the action. The TN is Opposing Attack Roll – 5.

Deflect Deflecting is a reaction where a character uses a plasma blade or psiblade to deflect plasarm fire, cased ammunition fire, thrown weapons, non-ballistic ranged weapon attacks, and shelled slug fire away from themselves. On a successful Reflex Saving Throw, any single shot or chargeshot plasarm attack, any single shot cased firearm or shelled slug firearm attack, any non-ballistic ranged weapon attack, or any thrown weapon attack, is deflected harmlessly in a random direction, that does not collide with any

other creatures. A character can only attempt to deflect single shots, or chargeshot attacks. The character does not have to be the target, but they must be within the line of fire, and they must be facing the incoming fire in order to deflect the attack. A character can choose which attack they attempt to deflect, but can only attempt to deflect once per round.

Move Actions

Move Actions are actions that involve moving of some type.

Manipulating Objects

This move action includes drawing or holstering a weapon, retrieving a weapon or object out of a MOLLE pouch, pocket, or bag, picking up an object, using objects, moving a heavy object, and opening a door, among others. This also includes using and activating enchanted items.

Scribe a Spell

A spell that costs 2 SP or less may be hastily scribed on any available writing area.

Release a Spell or Scroll

A character can choose to speak the power word embedded in a spell, causing the effect to release. This includes any ranged touch attacks, touch attacks, attack rolls, Saving Throw rolls, or secondary effects or activating enchantments, that are a part of the spell. A mage must physically touch the medium the spell or scroll is written on, after the power word has been spoken. This is usually done by running a hand or finger across an open section of the spellbook, but is not the only way it can be done.

Activate a Psionic Power

A character can choose to activate a psionic power, and directed as needed. This includes any ranged touch attacks, touch attacks, attack rolls, or Saving Throw rolls that are a part of the Power.

Drawing a Psiblade

A psiblade may be drawn from a sheath it is placed in or from a belt clip, readying it for use.

Activating a Psiblade

This is the action of actually turning on the psiblade, by flicking a toggle switch, or entering a code or fingerprint to activate the psiblade.

Tearing/Destroying paper

This is the action of tearing or destroying a piece of paper. This can be used for regular spells, or package paper.

Chapter XI

Variant Rules

Fantasy Adventuring Equipment

This variant rule introduces some more classic equipment that is used by your average dungeoneer, fit for the Ops and Tactics ruleset. Because this is an addition to the Core Rulebook, any items already given in the Core Rulebook are not repeated here.

Wealth & Money

This section details various forms of wealth and their Wealth Point equivalence. Unlike other objects, these do not lose their value when reselling them for WP and may be sold for 100% of their cost.

Coins Coins represent small tokens of various precious metals, usually made of gold, silver, or platinum, but coins of other materials have been seen. All coins listed are 99% pure. The weight listed is per coin.

Object	Sz	Wt	Cost	Restr
Iron (40)	F	0.1	1	None
Copper (20)	F	0.1	1	None
Pewter (12)	F	0.1	1	None
Silver (10)	F	0.1	1	None
Electrum (8)	F	0.1	1	None
Gold	F	0.1	1	None
Platinum	F	0.1	10	None
Aluminum	F	0.1	50	None

Table 39: Coins

Gems Gems represent small pieces of mineral crystal that, when in a cut and polished form, are used to make adornments such as jewelry. The weight listed is per gem.

Object	Sz	Wt	Cost	Restr
Extremely Common	F	0.1	5	None
Very Common	F	0.1	10	None
Common	F	0.1	20	None
Uncommon	F	0.1	40	None
Very Uncommon	F	0.1	80	None
Rare	F	0.1	160	None
Very Rare	F	0.1	500	None
Extremely Rare	F	0.1	1,000	None
Singular	F	0.1	10,000	None

Table 40: Gems

Art Primarily refers to paintings as they are the easiest to transport usually rolled up in an art case. The rarer the piece, the more influential the artist, or the better the painting, the more it's worth. Paintings by dead artists usually offer a higher premium than live ones.

Object	Sz	Wt	Cost	Restr
Extremely Common	M	0.8	2	None
Very Common	M	0.8	4	None
Common	M	0.8	10	None
Uncommon	M	0.8	20	None
Very Uncommon	M	0.8	40	None
Rare	M	0.8	80	None
Very Rare	M	0.8	200	None
Extremely Rare	M	0.8	500	None
Singular	M	0.8	5,000	None

Table 41: Art

Jewelry Jewelry can be priced two ways. It can be taken for its full value, including the design, which can include the rarity of the piece, the design of the piece, and any history behind the piece. It can also be melted down for its metal value and then be sold as coins. Jewelry here represents rings and necklaces.

Object	Sz	Wt	Cost	Restr
Extremely Common	F	0.3	1	None
Very Common	F	0.3	2	None
Common	F	0.3	5	None
Uncommon	F	0.3	10	None
Very Uncommon	F	0.3	15	None
Rare	F	0.3	30	None
Very Rare	F	0.3	120	None
Extremely Rare	F	0.3	250	None
Singular	F	0.3	2,000	None

Table 42: Jewelry

Illumination

Candle A stick of wax with a wick in the center. Comes in multiple colors, but white and yellow are the most common. Lights a 10 foot radius from its source and lasts for 1 hour. Candles may be scented with various scents at the cost of +1 WP per pack. Comes in packs of 10.

Torch A thick wooden stick that has one end wrapped in rags and soaked in a flammable substance, usually tar or pitch. Lights a 15 foot radius from its source and lasts for 2 hours. Torches can be used to ignite flammable materials. Unlit torches come in packs of 2.

Standard Lantern A standard oil lantern with a thick braided wick and a 1 unit oil reservoir. Lights a 30 foot radius from its source and burns 0.1 unit of oil per hour.

Bullseye Lantern This lantern has reflective material and a singular opening that allows it to be aimed in a direction and has a 1 unit oil reservoir. Lights a 50 foot cone from its source and burns 0.1 unit of oil per hour.

Hip Lantern A smaller, more robust version of the standard lantern that comes with a hook that may be used to hook on one's belt for hands-free use. It has a 1 unit oil reservoir. It lights a 20 foot radius from its source and burns 0.2 unit of oil per hour.

Strikerod A paper rod with a sulfur capped tip that when struck, immediately illuminates from a burning center. Lights a 20 foot radius from its source and lasts for 2 hours. The strikerod may be used to light fires.

Glowshroom A bioluminescent mushroom usually kept in a small jar with moist soil and peat. Lights a 5 foot radius from its source and lasts for 6 months in a jar. As long as the peat is replaced periodically, these mushrooms will never lose their glow. They can also be planted.

Object	Sz	Wt	Cost	Restr
Candle (10)	F	0.1	1	None
Torch (2)	S	0.6	1	None
Standard Lantern	S	0.9	2	None
Bullseye Lantern	S	0.9	3	None
Hip Lantern	T	0.5	3	None
Strikerod	T	0.2	1	None
Glowshroom	T	0.6	1	None

Table 43: Illumination

Tools and Equipment

Oil A small bottle of lamp oil, sold in 4 unit glass bottles capped with a cork stopper. If poured out, it will cover six 5' squares and if thrown like a grenade, will splatter in a 15' cone. If ignited, the oil will burn for 3 rounds.

Flint and Steel Fire-starting material that includes a piece of steel to serve as the striker and a piece of flint that serves to create sparks to start a fire.

Rope Comes in many forms and made with various types of fibers. These are the most common types of rope:

- Hemp rope is the most common kind of rope. It is strong, thick, and most importantly, cheap. Sold in 50 foot lengths and supports up to 150 pounds.
- Silk rope is renowned for its strength despite being thin and light. Sold in 20 foot lengths and supports up to 75 pounds.

Soap A block of animal fat that has been treated with a solution to make a large block used for cleaning. Comes in packs of 4.

Keys Keys are devices used to open locks.

- **Standard Key** An extra key for a lock. It can be created by making a copy of an existing key or by presenting a locksmith with a key mold.
- **Skeleton Key** Designed to work with as many locks as possible, often kept by officials who may have a large number of locks to manage. Usually designed work with a small subset of locks and as such will not open every single lock. If it isn't known if the key will work with a particular lock, roll a d%. On a result of 61+ the lock opens.

Keymold A mold used for making a blank of a key by pressing the key into it and then filling the mold with a malleable metal (usually lead). The copied key may be used twice before it is too deformed to work.

Bedding Includes both a bedroll and a blanket used for sleeping when a bed isn't available.

Tents A portable semi-permanent shelter consisting of thick cloth used to provide cover from the elements. Tents come in various sizes. A small tent can comfortably fit two Medium creatures. A medium tent can comfortably fit three Medium creatures. A large tent can comfortably fit four Medium creatures. Tents take 20 minutes to unpack and put up and 25 minutes to take down and pack.

Object	Sz	Wt	Cost	Restr
Oil	S	2.0	1	None
Flint and Steel	F	0.1	1	None
Hemp Rope	M	4.0	2	None
Silk Rope	S	2.0	5	None
Soap (4)	T	1.0	1	None
Standard Key	F	0.1	2	None
Skeleton Key	F	0.1	20	None
Key Mold	T	0.2	1	None
Bedding	M	2.0	2	None
Small Tent	M	3.0	3	None
Medium Tent	L	8.0	5	None
Large Tent	H	12.0	7	None

Table 44: Tools & Equipment

Services

This section covers various services characters can furnish or use during their adventures.

Inn Stay

The quality of the inn stay is relative to what the inn offers, and what they can furnish or what a character is willing to pay. An inn of higher quality will always have furnishings for lower means.

Bare A bare quality inn will usually have a sleeping area near a hearth, usually on the bare floor. It will have little to no other services beyond this.

Poor A poor quality inn will at the very least have a warm, clean bed, but the rooms are not guaranteed to be completely private; in order to conserve space, it may be two or even four beds per room. Poor quality inns will also have a kitchen capable of preparing meals, but unless the characters furnish food or extra funds, the level of the meal will be poor.

Standard A standard quality inn will have warm, clean beds and the possibility of a private room. They will also have a normally stocked kitchen, able to provide and prepare standard and poor quality meals. Standard inns also have separate, indoor bathing facilities.

Good Good quality inns will exclusively have private rooms, which will contain dressers and a chest for the visitors to use at their leisure. They will also have indoor communal bathing and hygiene locations, both which are usually heated if need be. They will also have stables for boarding up mounts. The kitchen will be well stocked, able to produce good and standard quality meals. A nurse or doctor may be on staff or at the very least available at a moment's call.

Excellent Excellent quality inns will exclusively have private rooms containing warm beds with high quality sheets, pillows, and linens, as well as a dresser, mirror, chest, and even a selection of holy texts if requested. It will also have laundry services and a stable with a stablehand, and a doctor or nurse on call. Due to their size, they will also have a local musician play during the normal operating hours. Excellent quality inns not only have a fully stocked kitchen, but will have a skilled chef as well, capable of preparing excellent, good, and standard quality meals even for a large group of people. They will also have semi-private baths, usually separated by gender. These inns also have a bouncer on payroll to handle any rowdy customers.

Luxurious Luxurious quality inns will have all the room amenities of a excellent quality inn with the addition of minor luxuries, such as chocolate or candies on a pillow, fresh flowers every day, and usually provide complimentary breakfast and a private bathing and hygiene area in the room, as well as a private fireplace. They will also furnish a servant to the visitor for their personal use to clean, run messages, launder their clothes and even carry their bags during their stay in town. Luxurious quality inns will have one of the best kitchens and chefs in the area, who will be able to furnish luxurious, excellent, and good quality meals. They will have private stables with a few stablehands to divide the work and a musician playing music in the main hall. No less than two doctors or nurses will be on call at all hours of the day and night. A luxurious quality inn will also have a private guard, whose sole purpose is to guard the rooms against thieves, a bouncer to remove belligerent customers, and a large library for research purposes. A luxurious quality inn will also usually have some form of specialty services, such as furnishing rare cigars, wines, or whatever a guest may desire.

Service	Cost
Inn Stay, Bare	1/week
Inn Stay, Poor	1/day
Inn Stay, Standard	5/day
Inn Stay, Good	15/day
Inn Stay, Excellent	40/day
Inn Stay, Luxurious	60/day

Table 45: Services

Meals

A meal is a full set of food, including a main course and some kind of beverage. It is filling, though the more expensive the meal, the tastier it usually is.

Poor A poor meal may consist of some kind of water based stew or soup and water to drink. Any protein in the meal is suspect at best.

Standard A standard meal will include some kind of sparsely spiced protein such as chicken or (less commonly) rat, vegetable garnishments, a loaf of bread, and either water, milk, or tea to drink.

Good A good meal will include a chicken, lamb, or pork dish, vegetables, a block of cheese and a loaf of bread, as well as either water, milk, tea, coffee, or beer to drink.

Excellent An excellent meal will usually include two proteins, the most common being chicken and beef, as well as fresh vegetables, fresh bread and cheese, as well as a dessert of some type. Beer or wine are usually given to drink, but any beverage can be requested.

Luxurious A luxurious meal will almost always include an exotic protein (such as lobster) paired with an equally expensive protein (such as beef), vegetables, as well as butter or some form of cheese spread for the bread. It will also include an appetizer, a dessert, and an after dinner smoke and coffee of the diner's choice, if they choose to partake. High quality beer or wine is usually offered and is usually paired with the meal.

Service	Cost
Meal, Poor	1
Meal, Standard	2
Meal, Good	5
Meal, Excellent	10
Meal, Luxurious	16

Table 46: Services

Untrained Hireling

An untrained hireling is a hireling who usually does menial tasks or tasks that requires little to no training. Examples include a general laborer, a maid or butler, or a runner. The cost for a hireling's food and lodging is built into their daily pay, but because of the meager pay, they may eat and lodge cheaply.

Pawnbroker

A pawnbroker is an individual that offers secured loans to people with items of personal property used as collateral. A pawnbroker serves two purposes; they can be used to sell items that are no longer wanted for capital or they can be used to pawn items (which is receiving a loan for the object, usually 85% of the value of the object if it were sold) of value instead of selling, which can be beneficial to gain a little capital without permanently losing the object. The pawnbroker will then give the person pawning the item time to pay the loan back (usually a month, but this can be negotiated), with interest (usually 20% of the original loan). If they do not pay back the loan with interest in time, they forfeit the object, which then may be resold by the pawnbroker.

Weaponsmith

A weaponsmith is a smith that repairs, upgrades, and makes weapons of various types. If any person wants to commission a custom weapon, repair a broken weapon, or upgrade their weapon, they usually visit the weaponsmith. The cost of the upgrade or the creation of the weapon depends on what the customer wants.

Magical Supplier

A magical supplier is a person that provides and usually makes pens, quills, books, and sheets of paper that are suitable for magical use. They usually work within the confines of a shop that also carries equipment for alchemy, such as bottles, slurry bases, as well as texts on both magecraft and alchemy.

Porter

A porter is a hired servant whose primary role is to carry equipment. Because of this, they usually have very high strength and exceptionally strong porters can demand a high price. Minimum STR 14, +1 WP/day for every point of STR beyond 14, maximum 20. The cost for a porter's food and lodging is built into their daily pay.

Doctor

A doctor is a person skilled in non-magical healing and medicine. A typical doctor has a Treat Injury score of +12. A doctor generally knows a little bit about what local magical healing can do and where to find it.

Healer

A healer is a person skilled in magical healing. A typical healer has a Spellschool (Conjuration) skill score of +12. A healer generally knows a little bit about what local non-magical healing can do and where to find it.

Scribe and Librarian

A scribe is a literate person with clear handwriting who can take dictation or transcribe text documents. A librarian is a person skilled in the organization of text, books, scrolls, and other literary works.

Service	Cost
Untrained Hireling	2/week
Pawnbroker	See text
Weaponsmith	See text
Magical Supplier	See text
Porter	5/week
Doctor	3/day
Healer	4/day
Scribe and Librarian	6/day

Table 47: Services

Weapon Upgrades

Melee Weapon Upgrade—Blacked

This upgrade coats the weapon with a permanent, non-reflective material. This grants a +1 bonus to Stealth when hiding in the dark or against a dark background, with the weapon drawn.

Upgrade	Available for	Loc	Cost	Time	Restr
Blacked	Any Piercing or Slashing weapon	C	3	5 minutes	None

Table 48: Melee Weapon Upgrade

Armor

Light Armor

Gambeson A thin vest with multiple thin layers of cloth that have been sewn together in a square pattern, that provides small protection against thrown knives and darts.

Silk Vest A vest made of strong silks, used to catch slow moving bullets and musket balls.

Leather Vest A light vest made of leather boiled to make it soft and malleable, then sewn together. Cow leather is the most common.

Studded Leather Vest This vest is similar to the leather vest, but is studded and riveted together instead of sewn, giving it more resilience and strength.

Linothorax This is a vest made from linen glued together with layers of animal fats.

Medium Armor

Copper Scaled Linothorax This is a vest made from linen glued together with layers of animal fats, with scales of copper overlaid over the linen.

Chain Shirt A shirt made of interlocking metal rings, that provides hearty protection.

Brigandine This is a heavy leather and cloth coat with metal plates riveted in on the inside.

Chainmail Chainmail is a continuation of the chain shirt, including pants and gauntlets.

Special Notes This armor protects the arms and legs providing DR and Defense to all listed areas.

Bronze Chestplate This is a vest made from a single heavy piece of bronze bent into a chest protector.

Breastplate Essentially a vest made of metal, protecting the wearer's chest from blows. It is made of one single solid sheet of metal.

Scalemail Armor that consists of overlapping metal plates. This design not only allows the armor to take an unusually large amount of abuse, but because the plates are not connected they act as a damper.

Heavy Armor

Splint Mail Splint mail is armor made with splints of steel, providing maneuverability and protection primarily against swords.

Full Plate Full plate is a full set of armor, that protects all parts of the wearer except for the head.

Special Notes This armor protects the arms, hands, legs, and feet of the wearer, providing DR and Defense to all listed areas.

Helmets

Leather A helmet of sewn leather protecting against moderate threats.

Wooden A helmet made of wood with cloth padding on the inside, providing rather light protection.

Bone This helmet is made from interlocking bones of a beast with a much larger head than the wearer.

Lacquered Wood This helmet is made from hardwood that has had lacquer applied to it to give it strength.

Steel This helmet is made from a solid steel sheet, that provides excellent protection at the cost of weight.

Bronze This helmet is made from a sheet of bronze, that while lighter than steel, provides less protection.

Helmet	Type	Damage Reduction	Wt	Cost	AP
Leather	T	2/Sl	1.9	1	6
Wooden	T	1/Bl	1.5	1	5
Bone	T	2/Sl, Pi, Bl	1.1	3	10
Lacquered	T	2/Sl, Bl	1.6	2	9
Steel	T	4/Sl, Pi, Bl 1/Ba	2.4	6	18
Bronze	T	3/Sl 2Pi 1/Bl	2.3	8	14

Table 50: Ye Olde Armour, Helmets

Vehicles

Land Vehicles

A land vehicle is a vehicle which traverses by land. They are almost always pulled by a beast of burden, such as a horse or ox.

Carriage A carriage is a four-wheeled vehicle that has a enclosed cabin that can hold four passengers inside, in addition to one driver and one person sitting next to the driver. They are powered by a single horse and the price listed includes said horse. Carriages are 15' long and 10' wide. Carriages are driven using the Animal Handling skill instead of the Drive skill. Passengers inside the carriage are provided with full cover and the driver and the passenger next to him have no cover.

Chariot A chariot is a two-wheeled vehicle used as a fighting platform. It has a built in quiver that can hold 20 arrows or 5 javelins. They are powered by two horses and the price listed includes said horses. Chariots are 10' long and 10' wide. Chariots provide half-cover for its driver and passengers.

Wagon A wagon is a four-wheeled vehicle is used to transport large amounts of goods between communities and is sometimes used by caravans. They are powered by a single horse and the price listed includes said horse. Wagons come in three varieties. Light wagons are 10' long and 10' wide, medium wagons are 15' long and 10' wide, and heavy wagons are 20' long and 10' wide. Wagons provide no cover.

Horses Horses cost 25 WP in fantasyland.

Sea Vehicles

A sea vehicle is a vehicle which traverses by sea, lake, or some other large body of water. The primary form of movement is sails, but manual power by rowing is also a possibility. Sea vehicles are different from land vehicles in that if they suffer damage in excess of 50% of their total health, they will begin to sink. The amount of time it takes for a sea vehicle to sink is based on its size.

Vehicle Size	Minutes Until Sunk
Large	1
Huge	5
Gigantic	15
Colossal	20

Table 51: Sea Vehicle Sink Rate

Rowboat A rowboat is a small boat that has two to four oars and is primarily used to ferry supplies or people across small areas of water. Rowboats are also used as lifeboats by larger ships. They provide one-quarter cover. Rowboats are 15' long and 10' wide.

Galley A galley is a colossal ship that is propelled primarily by rowing, but has sails as an auxiliary propulsion system. While they are generally slower than sailing ships, they are able to carry far more cargo than any other ship. Galleys are 130' long and 30' wide. Due to their massive size, the cover they provide depends on where the person is, but as a general rule, any target that is within the boat has full-cover, and anyone on the deck of the ship has half-cover. When galleys are powered through rowing, they use 100 crewmen; the listing is when the galley is sailing under windpower. Galleys also have two sets of six 36 pound guns on both sides and has twelve rowboats.

Sailing Ships A sailing ship is a ship that is primarily propelled by sailing, usually used for open waters. Mostly used by merchants and pirates. Sailing ships vary in size, with the primary example being 80' long and 30' wide. Sailing ships usually have at least two sets of two 24 pound guns on both sides, but larger ships will have more. Due to their massive size, the cover they provide depends on where the person is, but as a general rule, any target that is within the boat has full-cover, and anyone on the deck of the ship has half-cover. A sailing ship will have at least four rowboats.

	Type	Equipment Bonus	Max AGI Bonus	Armor Penalty	CP Loss	Damage Reduction	AP	Wt	Cost
Gambeson	Lt.C	+0	+5	-1	0	3/Bl 2/Pi	30	1.9	6
Silk Vest	Lt.C	+0	+5	-2	1	3/Ba	12	1.5	15
Leather Vest	Lt.T	+1	+4	-2	1	4/Sl 2/Pi, Bl	36	5.0	10
Studded Leather Vest	Lt.T	+1	+4	-2	1	5/Sl 2/Pi, Bl	42	6.3	22
Linothorax	Lt.T	+1	+4	-1	1	3/Sl 5/Pi	40	6.0	16
Copper Scaled Linothorax	Md.T	+1	+3	-2	1	3/Sl 6/Pi 1/Bl	56	8.5	20
Chain Shirt	Md.C	+2	+3	-3	2	6/Sl	80	13.8	30
Brigandine	Md.T	+3	+3	-4	2	4/Sl, Pi, Bl 1/Ba	40	9.4	35
Chainmail	Md.C	+3	+3	-3	2	7/Sl 1/Bl	60	15.0	40
Bronze Chestplate	Md.T	+3	+2	-4	2	4/Sl 3/Pi 1/Bl	75	26.4	50
Breastplate	Md.T	+4	+2	-5	2	9/Sl 5/Pi 2/Bl	90	25.0	50
Scalemail	Md.T	+5	+1	-4	3	6/Sl, Pi 5/Bl 1/Ba	80	23.4	58
Splint Mail	Hv.T	+5	+3	-3	2	7/Sl 4/Bl	110	23.1	60
Full Plate	Hv.T	+6	+0	-8	4	12/Sl 4/Bl 8/Pi 3/Ba	240	37.5	120

Table 49: Ye Olde Armour

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	HP	Size	Cost
Carriage	2	4	200 lbs.	+0	-3	Cruising	9	0	30	H	150
Chariot	1	2	25 lbs.	+1	-1	Cruising	10	2	40	H	90
Light Wagon	1	0	1,000 lbs.	-3	-4	Observing	7	1	25	H	55
Medium Wagon	2	0	2,000 lbs.	-4	-4	Observing	6	1	30	H	65
Heavy Wagon	2	0	4,000 lbs.	-5	-5	Observing	5	1	35	G	75
Rowboat	2	2	1,000 lbs.	-5	-1	Observing	8	1	22	L	200
Galley	20	80	100 Tons	-12	-15	Observing	1	4	650	C	15,000
Sailing Ship	20	20	120 Tons	-11	-12	Cruising	4	3	475	C	9,000

Table 52: Vehicles

Weapon	Damage	Critical	Damage Type	Rng.	RoF	Magazine	Sz	Restr
Cannons [Requires Exotic Firearms Proficiency (Cannons) feat]								
12 Pound Cannon	10d12	16-18	Ballistic	75'	Single	1	Huge	R
24 Pound Cannon	15d12	16-18	Ballistic	90'	Single	1	Huge	R
36 Pound Cannon	25d12	16-18	Ballistic	120'	Single	1	Huge	R

Table 53: Vehicle Weapons

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